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A day out playing Quasar with The One team!

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SHIELD
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TOTAL CARNAGE!

EXCLUSIVE first look at the coin-op conversion of the decade!

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Unknown
Eliandr
Rhana
Zeloran

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AMIGA CD32

THE AMIGA CD32 IS HERE!

Commodore unveil the world's first CD-based, 32-bit games machine! Full details inside...

DISKS! DISKS! DISKS!

Incredible but true - a brilliant complete game from Thalion, plus loads of other exciting goodies!

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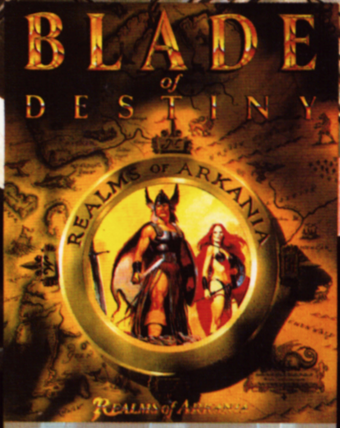

REALMS OF ARKANIA, VOL. 1

Blade of Destiny, from the 'Realms of Arkania' world is based on Germany's most successful role-playing series and has a myriad of features that make this RPG one massive challenge.

Over 400 hours of gameplay.

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- 2 levels of difficulty, which really do cater for both novice and expert RPG gamers alike.
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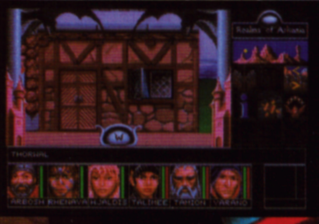

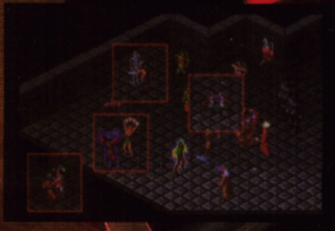

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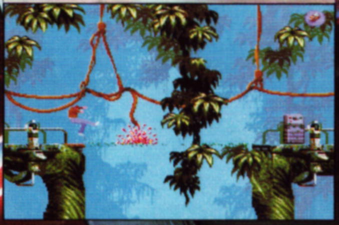

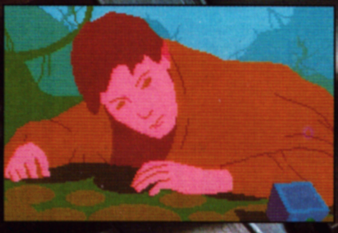

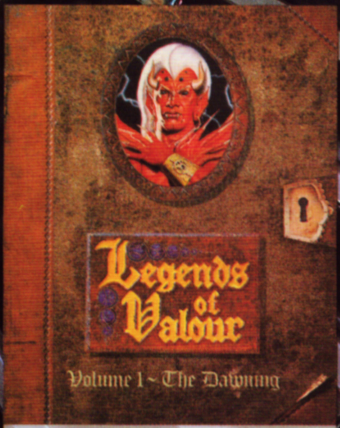

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Legends of Valour - The Dawning, gives you the freedom to make your own choices, move around, and create your own lifestyle and career path in the rich and detailed town of Mitteldorf. Travel at will above the ground or in the miles of underground caves, tunnels and sewers. It's your life to make of it what you will!

- Smooth scrolling, texture mapped 3-D viewpoint.
- Autocombat facility.
- Novice mode for beginners.
- From the creator of the award-winning 'Corporation'.

"Probably one of the most talked about games by Magazine reviewers this year."

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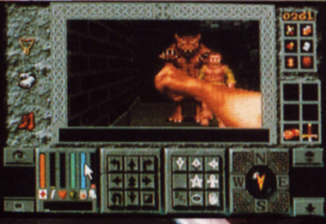

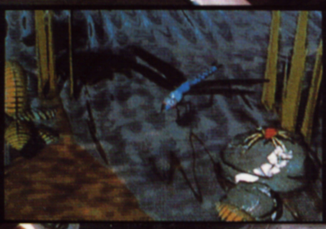

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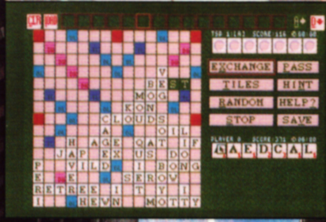

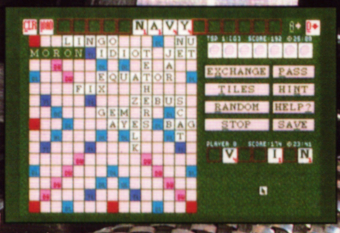

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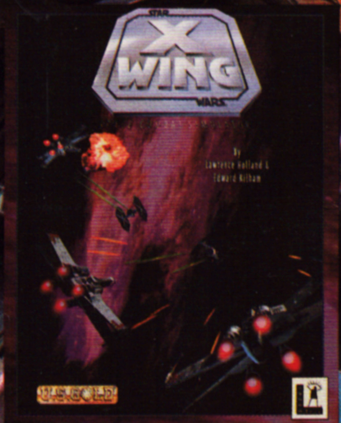

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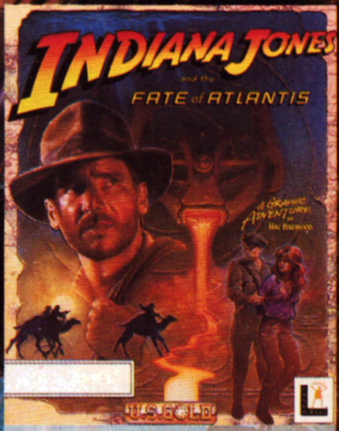

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Pull Close Talk to

Look at periscope
Give Use Look at
Push Open Pick up
Pull Close Talk to

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cont

ON THE DISKS..8

I'm going to have to take this slowly so that the faint-hearted among you don't pass out: There's...a....superb...complete...game...on...one...of...the...disks! Plus another disk packed full with other stuff. Still standing?

8 BOOT SECTOR

I could tell you loads of things about Boot Sector but it's only a few pages that-a-way so why not see for yourself.

13 NEWS

By definition, news means "tidings, new information, fresh events reported" and there's not a lot more you can say, really.

18 WIN SOME GAMES OF QUASAR!

Yes, win some games of Quasar in this amazing Psygnosis compo. You'll even have the chance to play against us, and we're really hard.

20 LETTERS

Letters means "any of the symbols of which written words are composed" which aptly sums this part of the mag up.

24 CD BUSINESS

You certainly won't find CD Business defined in the dictionary because the kind of information disclosed here is sooo hot I've burnt my eyebrows just thinking about it. Ouch.

27 RAW DEAL

What with Last Action Hero recently announced, we decided to take a look at how Arnie has been immortalised in his previous Amiga outings.

TOTAL CARNAGE.....38

Blood, death, mutilation, carnage, gore, decapitation, big guns, human fireballs, along with tons of other things you wouldn't show your mum. What are we talking about? ICE's mind-blowing coin-op conversion, that's what.

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German words courtesy of Christina Erskine

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ents

31 WORK IN PROGRESS

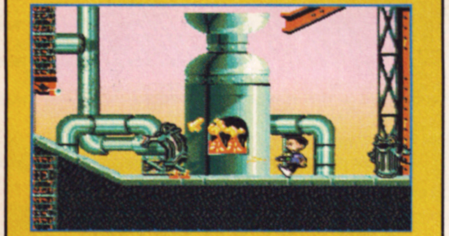
If you thought that Arnold Schwarzeneggerwas was huge then you obviously haven't been introduced to Mr Work In Progress. He's bigger than ever this month.

46 WHERE ARE YOU...?

Just how is Andrew Braybrook and his programming chums? And what on earth has happened to Darkmere? Who knows? We do - and we're telling all!

BENEATH THE STEEL SKY..................32

Unbelievable - it looks as if Monkey Island 2's days are finally numbered. Find out why as we take a look at Revolution's stunning graphic adventure. It's the business.



GLOBAL GLADIATORS....68

Mick and Mack are back in this Megadrive conversion of their environmentally-friendly platform romp. But is it a load of recycled tosh? You know where to look.

49 REVIEWS

Summer is usually a bummer for software releases but not so this year - you'll find over ten (i.e. eleven) games reviewed this issue - more than anyone else!

76 REPLAYS

A completely new section of The One, sort of. Oh, okay - so it's essentially Cheapos by another name but only including budget re-releases.

80 KILL ZONE

It seems as if the hardest part of completing games like Dune 2, Abandoned Places 2, Worlds of Legend, Gunship 2000 and all the rest of the bunch featured in this month's Kill Zone is going to be turning to page eighty.

98 WIN TICKETS TO THE RYDER CUP!

If you like golf and you fancy watching all the top professionals playing the real thing then Ocean's compo may be right down your fairway.

100 DIARY OF A GAME

As another month passes, find out how Alien Breed 2 is shaping up.

117 PD ZONE

Yet more games for not-very-much money, as described by scrounging cheapskate Matt (hew) Broughton.

110 RECOMMENDED

Forty of the year's top games assemble once again in The One's hallowed Recommended section.

114 NEXT MONTH

Next Month? So soon? Yes, sorry - but we'll be back in about four weeks (give or take a day). See for yourselves what games we'll be bringing with us.

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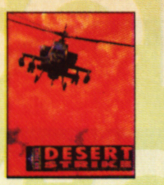
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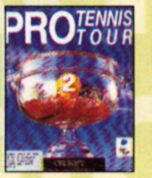
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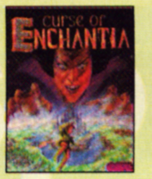
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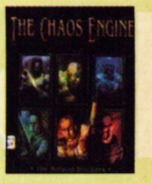
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BOOT SECTOR

LOADING YOUR DISKS

(1) Choose the disk that you want and put it into your drive.

(2) Turn on your Amiga.

(3) When the menu appears, select the game that you want to play.

(4) Gasp with disbelief as the stunning demo slaps you round the face and kicks you round the room.

TREX WARRIOR

Thalion

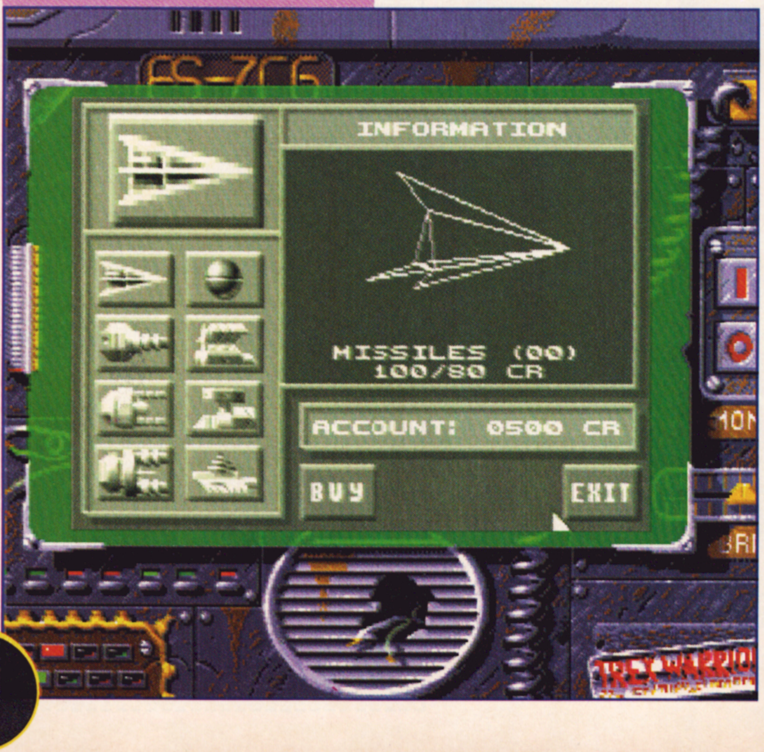
GOOD JOB.
FIRST DROID DESTROYED.

Yes indeedy! We have something very special for you this month in the form of a complete super-fast 3D game from Thalion, previously unreleased in this country.

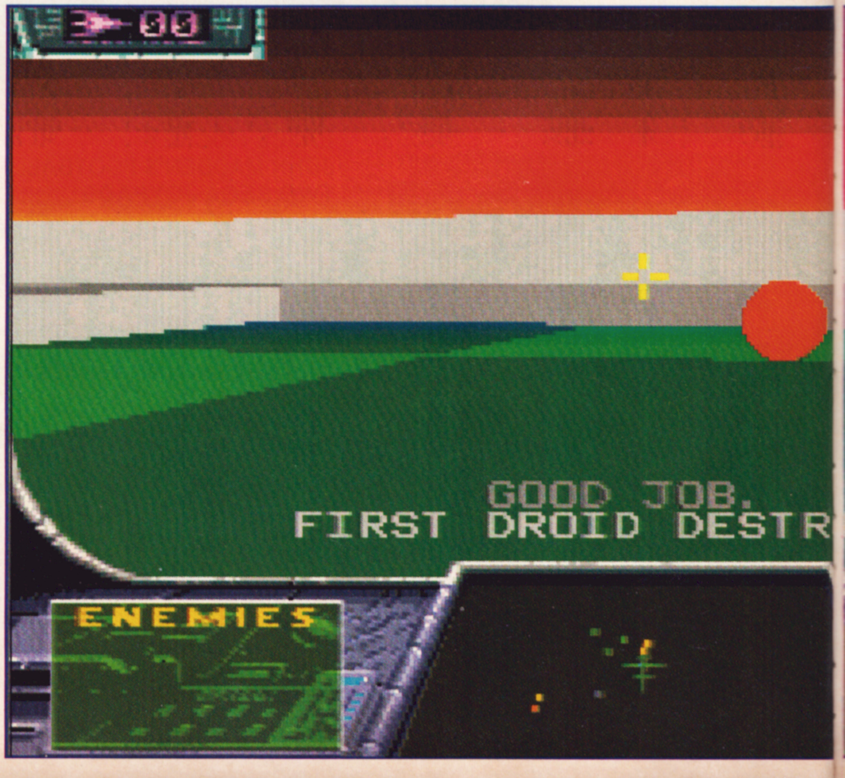
If you read the One On One last month with the Thalion Stallions you may remember one of the games featured in 'The story so far' called Trex Warrior, which according to the boys themselves was "a highly under-rated 3D vector graphics shoot-'em-up". Well, we've spared no expense to bring it hot and throbbing to your bedroom screen. If you've got an A1200 you'd best go get a few spare pairs of trousers 'cause this moves like a velociraptor who hasn't eaten for a year or two.

The 22nd Century has a new sport, which strangely enough originated as a way to scrap old gliders, and you're a big name player - Riano Bolar. As a 22nd Century gladiator you are placed within a walled arena and have to dispose of a number of droids which will appear and do their very best to whittle you down to nothing. Droids vary in look and style from simple speeders to airborne missile-launching 'Wasps', and you will have to make good use of the single 'jump pad' to be found in each arena if you want to get through the day in one piece.

If the old shields get a bit low, there are also a limited number of



MISSILES (00)
100/80 CR
ACCOUNT: 0500 CR



GOOD JOB.
FIRST DROID DESTR

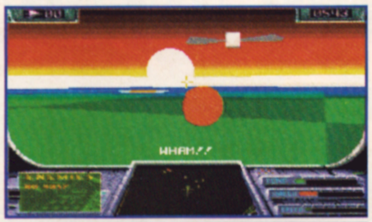
We here at The One love you. No, really we do. And to prove it, Matt and David have got together to lead you by the hand through not one but two coverdisks full of gorgeous sexy red hot demos that we think will quite literally blow you away. So get your flame-proof pants on and let's go.

A DISK A
TREX WARRIOR

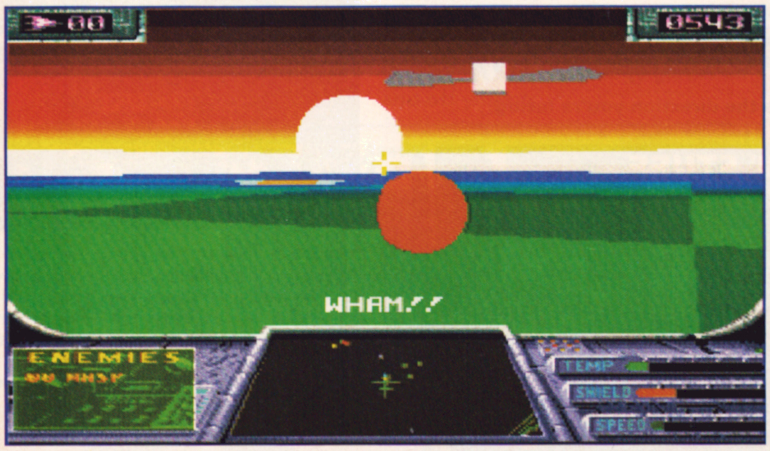
B DISK B
ISHAR 2, SNAKES, WIBBLE WORLD GIDDY

pads which, when driven over, will replenish them, but watch out for the 'star pads' as these will cause a fair amount of damage - as if you didn't have enough to worry about. There are also some static objects on the field which can be blown up, taking out any droids unfortunate enough to be near the blast at the time - but watch out, this goes for you too.

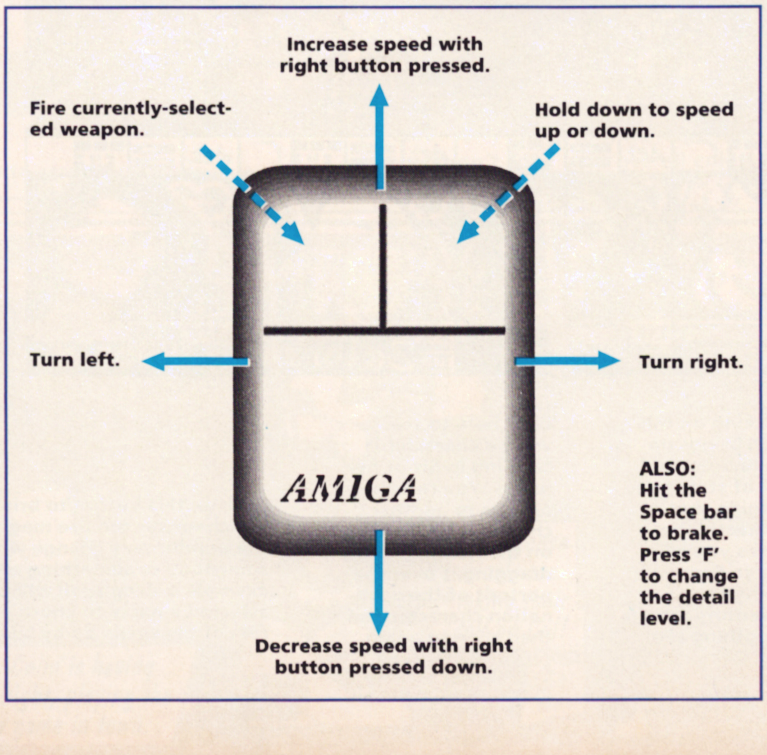
If you manage to survive a full day in the arena, you are rewarded with a number of credits and moved on to the next day. Before this starts you have the chance to spend you cash equiping your glider with some of the latest weaponry on offer. Mystery hint: Don't be tempted to jump onto the top of blocks and sit there for too long. Other than that, it's all self explanatory once you get going so, er, get going.



Trex Warrior is now Public Domain and you are free to copy it as you wish. Another exclusive from The One.


00
0543
WHAM!!
ENEMIES
TEMP
SHIELD
SPEED

0500
OYED.
TEMP
SHIELD
SPEED


Increase speed with right button pressed.
Fire currently-selected weapon.
Hold down to speed up or down.
Turn left.
Turn right.
AMIGA
Decrease speed with right button pressed down.

ALSO:
Hit the Space bar to brake. Press 'F' to change the detail level.

PROBLEMS WITH YOUR DISKS?

THEN READ THIS!

Due to the amount of disks that we duplicate, there's bound to be the occasional duff 'un. We humbly apologise if you've been unfortunate enough to get one, but help is at hand. Pop it in an envelope with a SAE to the value of 28p and send it to:

The One Coverdisk Returns,
PC Wise,
Dowlais Top Business Park,
Dowlais, Merthyr Tydfil,
Mid Glamorgan CF48 2YY.

If you do this, you should find a working copy on your doorstep within a few days. DO NOT SEND THEM TO US. If you do we'll just toast them and eat them and you'll never see them again.

If you think that your problem can be solved down the phone, call PC Wise on their helpline: (0685) 350505 between 10:30am and 12:30pm on weekdays.

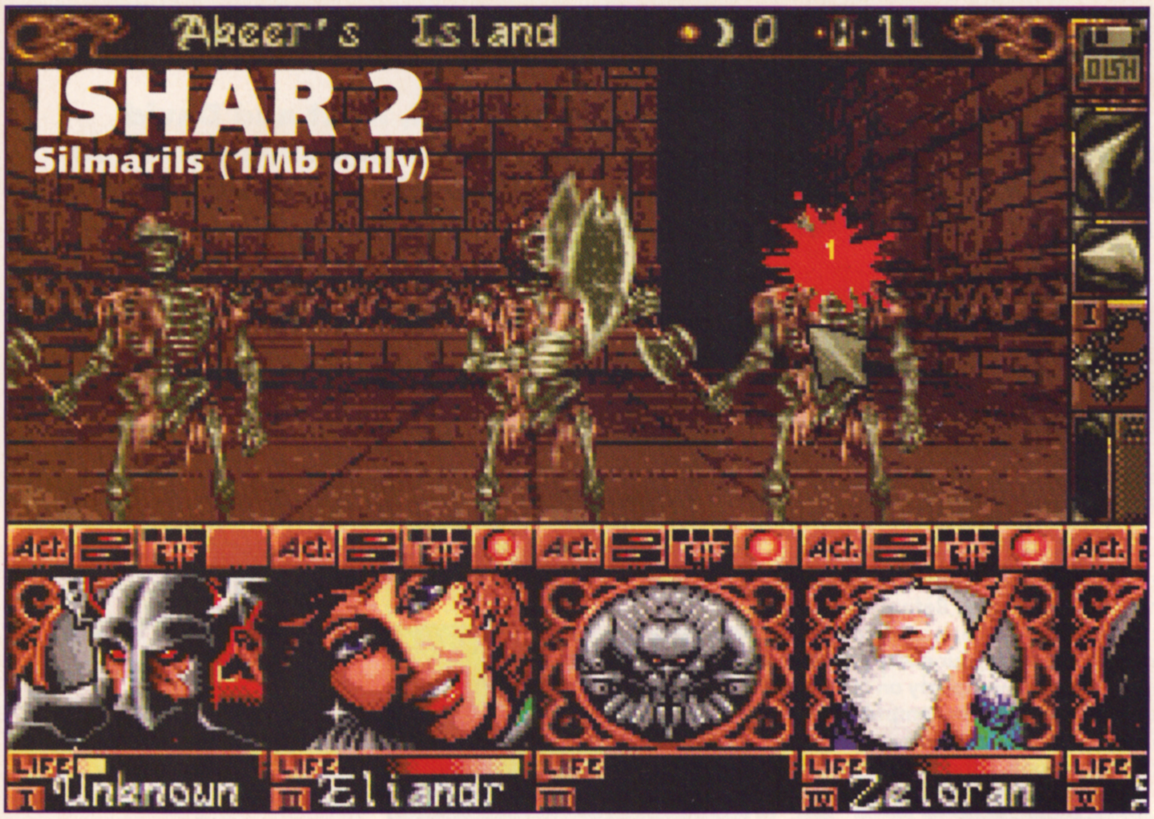
THE SMALLISH PRINT

1. Whilst we here at The One make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.

2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

ISHAR 2

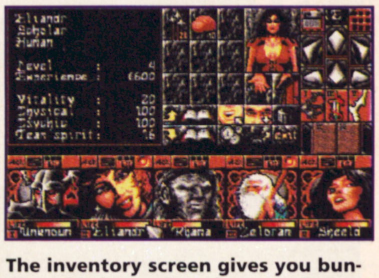
Silmarils (1Mb only)



We only like to bring you the best on our coverdisks, which is why this month we're giving you the chance to sample the extraordinarily marvellous Ishar 2: Messengers Of Doom. Last month Dave went completely ga-ga about the full game, awarding it a deserving 86%. Now you get your chance to see what all this fuss is about with this huge(ish) playable demo!

There's no complex plot to worry about or anything like that. Basically you and your party of five noble warriors are lost down a dungeon and all you've got to do is find a way out. Legions of undead creatures await around every corner, thirsting to do you in, so it won't be easy.

Ishar 2's control system is all fairly intuitive and is based around copious use of the left mouse button, so it shouldn't take you long to get the hang of things. If you get confused try referring to the "Movin' abaht 'n' fightin' 'n' stuff" panel - that should make things clearer. So off you go then, save the world, kill monsters and, most importantly of all, have fun. We're sure you will.



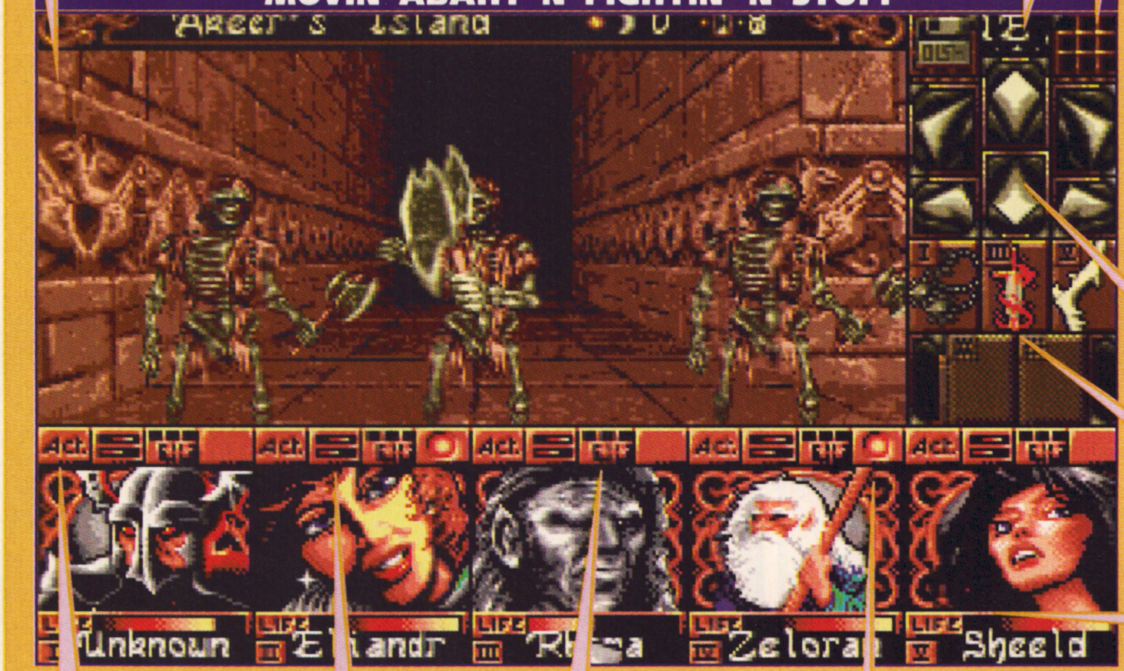
The inventory screen gives you bundles of information about each character's abilities. Items can be picked up and dropped in hands or another character's inventory simply by clicking and dragging. Inspect or eat items by dragging them over the eye and mouth icons.

MOVIN' ABAHT 'N' FIGHTIN' 'N' STUFF

The main graphics window where all the action takes place.

Click here to bring up a screen where you can change the party's marching order.

The compass shows the direction you're facing.



Use these arrows to move forward, backwards, left and right and rotate clockwise and anti-clockwise.

This shows the weapon that each character is carrying in their hand. Click here to make them use it - though note that when a weapon is shaded it is temporarily out of use.

This is the character's name with their health bar above. Click here to bring up the inventory (see below).

Clicking here brings up a list of icons allowing you to hire anyone you meet or dismiss and even kill a troublesome member of your own party. It's unlikely you'll need to in this demo, though.

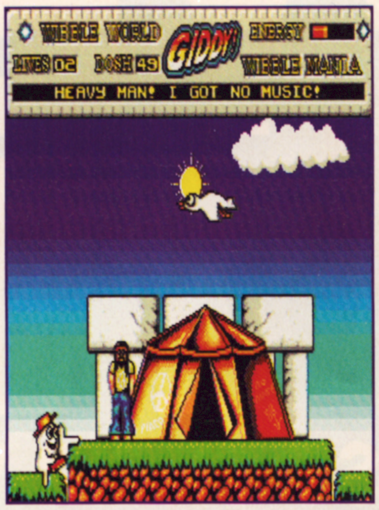
Clicking on this icon brings up an abbreviated set of stats concerning that character. It saves you having to keep going to the inventory screen if nothing else.

Click here to see what a character is carrying in his or her hands. You can move objects to another character by clicking on the item, dragging it over the portrait of the destination character and then clicking again.

Click on this button to bring up a set of spell icons (assuming the character can use magic). Select a spell by clicking on it - the pointer may change which means you have to click on somenody or something else to fully activate the spell, for example a sleep spell will only start working when you've selected a nasty to knock out. You'll have to find out what the rest of the spells do by trial and error.

WIBBLE WORLD GIDDY

Public Domain


WIBBLE WORLD
GIDDY
ENERGY
LIVES 02
DOSH 45
WIBBLE MANIA
HEAVY MAN! I GOT NO MUSIC!

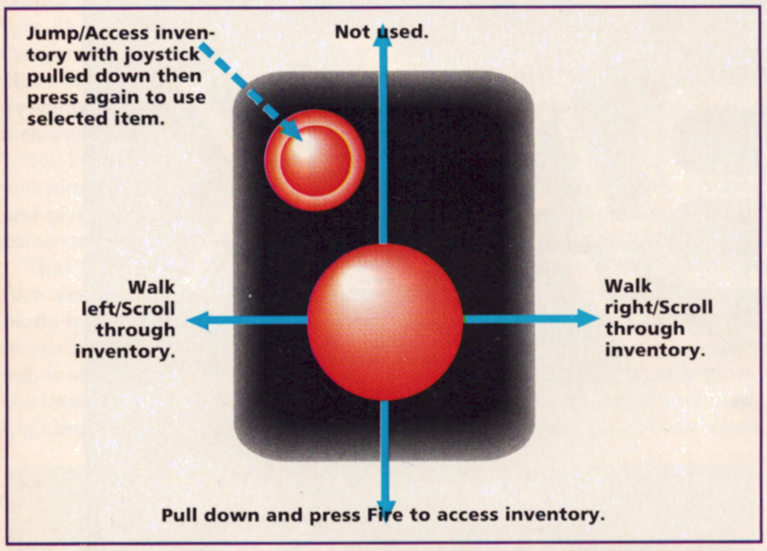
Okay, I admit Giddy isn't exactly a name that conjures up images of Rambo-like heroes but in the words of the makers "He's cute, he's egg shaped and he's got ridiculously big hands."

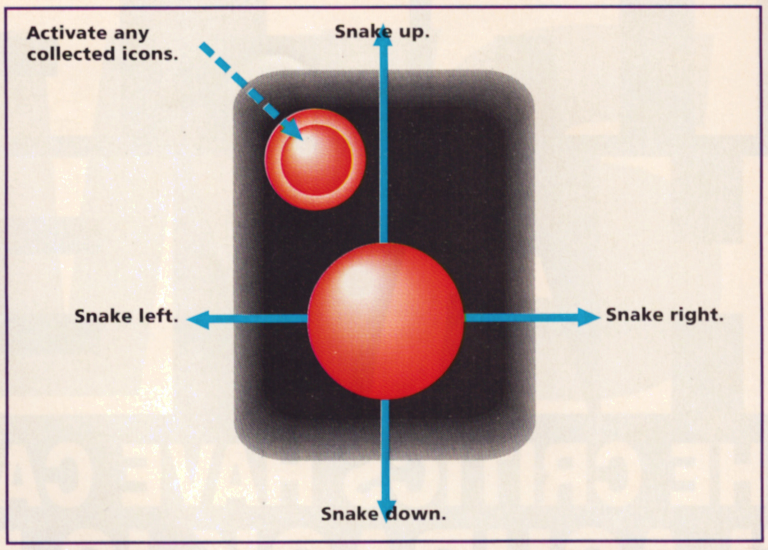
One particularly bright and sunny day, Giddy - the world's number one ellipsoid hero - was taking a walk in Clichéland, when reality suddenly folded in on itself. Bummer. Now our poor eggy hero is stranded and only you can get him home.

To have any chance of success you will need to fully eggsplore (groan) all of Clichéland and make use of the various objects that you'll find. Don't expect these to be obvious puzzles as you will find yourself using giant corks to get past volcanoes, not to mention waving smelly socks at killer snakes. In addition to using objects in a Dizzy-like way, you will need to use your platform skills to collect as many coins as possible as some objects must be bought from the many marketstall holders found around the levels.

You have a limited amount of energy which will be gradually drained away as you come into contact with the many weird and wonderful inhabitants that share Clichéland. Jump over and around them and you should live long and prosper, but fall in the water or get too close to a nasty and it's curtains for you mate.

It doesn't get much easier than that so get some silly large gloves on and off you go.


Jump/Access inventory with joystick pulled down then press again to use selected item.
Not used.
Walk left/Scroll through inventory.
Walk right/Scroll through inventory.
Pull down and press Fire to access inventory.


Activate any collected icons.
Snake up.
Snake left.
Snake right.
Snake down.

SNAKES

Shareware

You're a snake - no insult intended - and all you want is to get on in the world. This involves getting as many points as possible and getting off whichever one of the five levels that you're currently on. The only problem is that the longer you are on the level, the longer your snake becomes making it increasingly harder to travel around without running into yourself - something which results in instant death. The layouts don't help, with walls and obstacles spread liberally about just waiting to be run into.

Some levels have doorways which wrap-around the screen making it a bit more easy to keep away from your tail. You can play solo or against a friend or computer-controlled snakey. Let's not forget that this is '93 which must mean... Power-ups galore!

This is a shareware demo and the full game can be obtained by sending £5 to the address given on the title screen. It's worth mentioning that A1200 owners may encounter some problems when trying to use the keyboard. Sorry about this, we hope that this doesn't spoil your overall enjoyment of this splendid game.

Collect this little fella and you'll have nitro boosts at the touch of a button. This will remain with you until you pick up a reverse icon.

Once you're in possession of this little doobie, a tap on the Fire button will send you back the way you came. Especially useful for picking up icons that have just appeared behind you. This will stay with you until you collect a nitro.

These point bonuses should be collected quickly as they will only remain on-screen for a limited time. These generally have high scores.

These point bonuses will remain on-screen until they are collected and, though generally worth little, they should be collected to make way for new icons.

Touch this and you will double in length. This can help to trap your opponent but can also work against you when in confined spaces.

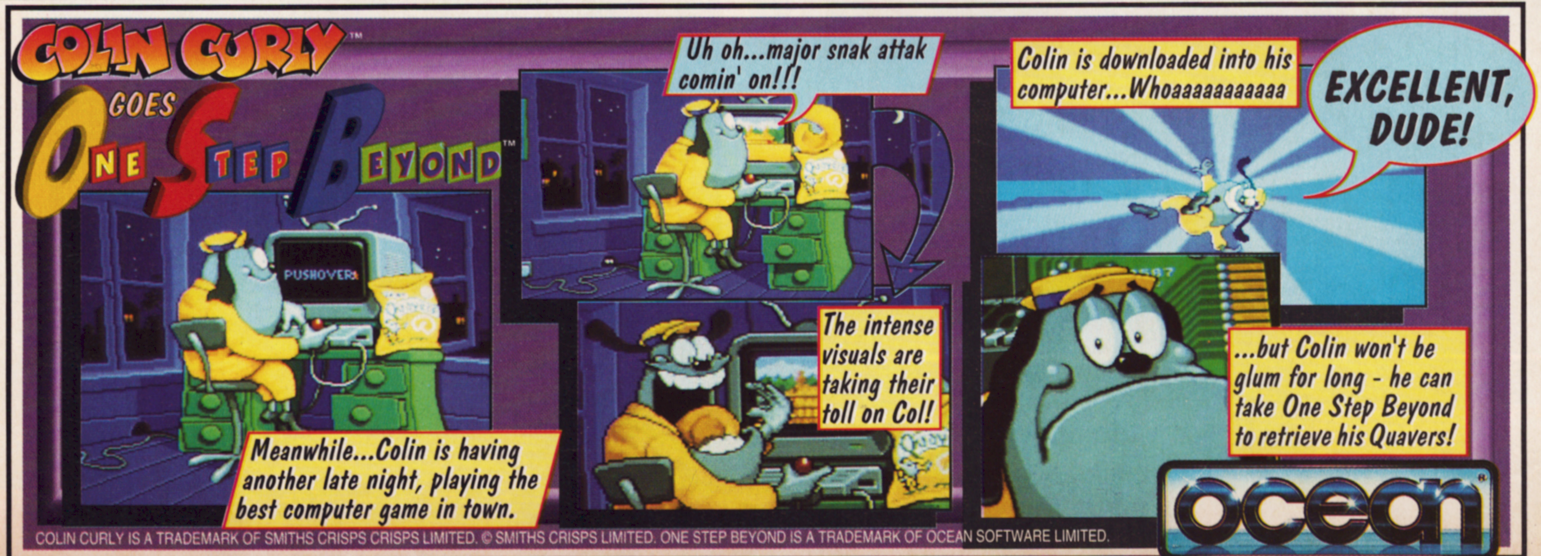
Collect this and an extra live will be credited to the player of the same colour - don't get them if they belong to your opponent.

Once collected, this token will increase the speed of the player that shares its colour.

Regardless of what colour you are, this token will increase your overall speed until you die. You can collect as many as you want.

Touch this and the correspondingly coloured snake will freeze. Apart from gaining the advantage for icon collection, you can also move in front with your tail and wait for him to crash into it. Lovely.

Once you've gained enough points, this will appear. Collect this icon and you'll be whisked away to another level.


COLIN CURLY
GOES
ONE STEP BEYOND
PUSHOVER
Uh oh...major snak attak comin' on!!!
Colin is downloaded into his computer...Whoaaaaaaaaaaa
EXCELLENT, DUDE!
The intense visuals are taking their toll on Col!
Meanwhile...Colin is having another late night, playing the best computer game in town.
...but Colin won't be glum for long - he can take One Step Beyond to retrieve his Quavers!
ocean

COLIN CURLY IS A TRADEMARK OF SMITHS CRISPS CRISPS LIMITED. © SMITHS CRISPS LIMITED. ONE STEP BEYOND IS A TRADEMARK OF OCEAN SOFTWARE LIMITED.

THE EYES HAVE IT!

THE CRITICS HAVE CAST THEIR VOTE - FLASHBACK IS THE WINNER

" Flashback... outperforms Another World - it's by far the deeper game of the two "

CIARAN BRENNAN
Games Retailer (UK)

" This game has no equal in its field "

DOMINIC DIAMOND
Gamesmaster TV Series (UK)

" Just awesome!... best Mega Drive game I've ever seen or played! "

PAUL GLANCEY
Megatech (UK)

" ...there's over two-thirds of the year left and I can honestly state that Flashback is the game of the year! "

SIMON BYRON
The One Amiga (UK)

U.S.GOLD

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Delphine
Software International

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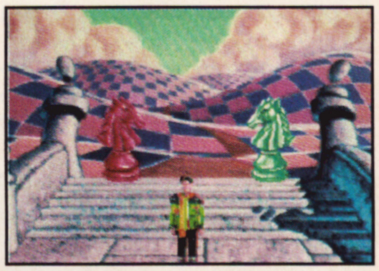
NEWS

HI (again) SIERRA!



Barbra Streisand has done it, George Foreman has done it and Frank Sinatra has done it (about 20 times), but now it's the turn of one of the biggest names in the games business to follow in that noble showbiz tradition of... no, not sleeping with André Agassi... making a comeback!

So, ladies and gentlemen, could you please put your hands together and give a traditional 'The One' welcome to... Sierra On-Line!

That's right - the American adventure specialist, which only a year ago made big news by announcing that it was to retire from the Amiga market, is set to return with a version of the latest installment in its best-selling King's Quest series, King's Quest VI: Heir Today, Gone Tomorrow.

Following in the series' tradition of relating tales from the House of Daventry, King's Quest VI follows the exploits of young Prince Alexander (who originally turned up as the hero of King's Quest III) as he strives to rescue his beloved, Cassima, who's being held captive by the evil Vizier.

The story, which has been co-written by the King's Quest creator Roberta Williams and Jane Jensen (who also co-designed another Sierra title, EcoQuest: The Search for Cetus), takes place on the six islands which make up the Land of the Green Isles.

All of the usual plots, sub-plots, twists and turns are included, although the program has been specifically designed so that beginners can ignore these frills and simply make their way through the main story if they so desire.

"Players can take the easiest route to the end of the game, but they will cover less than half of the puzzles and regions," says Williams, who spent 14 months working on the project. "Our goal was not only to make the game easy for beginners, but also to include lots and lots of optional paths and puzzles for those who wanted more of a challenge."

The conversion work is currently being carried out by UK-based developer Revolution (see the Beneath The Steel Sky Work In Progress starting on page 32), which has developed a hybrid of its 'Virtual Theatre' system in order to accurately transfer the PC original to Amiga format.

"We've more or less had to start from scratch," says Revolution's Charles Cecil, "but this means that we're hoping to avoid most of the problems which are usually connected with PC to Amiga conversions. For example, there will be little or no intrusive disk swapping."

With Revolution devoting so much time and attention to devising a new adventure 'engine' for King's Quest VI, it's reasonable to assume that this will not be the last game from the US specialist to make it to the Amiga.

King's Quest VI will be available in both Amiga 500/600 and enhanced A1200 versions before the end of the year.

KRISALIS START A BUZZ!

Krisalis is looking to create a noise with the launch of its new budget label, Buzz. The new label, which makes its debut this month, will be home to Krisalis' back catalogue - in the past, Krisalis has always sold its older titles to other publishers for budget release.

The first titles to appear on the new Buzz roster will be Manchester United Europe, Hill Street Blues and Face Off Ice Hockey, which will sell for £9.99 each. You'll find them all reviewed in this month's all-new Replays! section.

"The prime reason for us launching this label is so that we can bring out our back catalogue at an affordable price," says Krisalis boss Tony Kavanagh. "And when you've got titles such as Man United, John Barnes and Graham Taylor, they're obviously going to do well at budget."

COME ON YOU BLUES!

As you can see from our photo of ace striker Simon 'Chopper' Byron heading one of the prizes from the Goal! compo, Commodore have decided to slightly alter their presence on the shirts of London's 'glamour' club, moving from last year's boring corporate logo to this year's visually stimulating advertisement for the greatest home computer in the world.

But someone should have told Chelsea.

When we phoned their marketing department for a photo of the new strip, the conversation went something like this...

Us: Hello, we're The One magazine and we'd like a picture of your new shirt with Amiga written on it please.

Woman at Chelsea: I'm sorry sir, but we're sponsored by Commodore.

Us: We appreciate that, but Commodore produces a computer called the Amiga and this year you've got that written on your shirt.

Woman at Chelsea: I'm sorry sir, but I can assure you we definitely have Commodore written on our team's kit.

Us: No you haven't - we've just seen your new shirt in a shop window, and it definitely says Amiga.

Woman at Chelsea (turning to her friend behind her and whispering): 'Ere - there's some nutter on here saying that we've got amigo written on our shirt.

Other Woman at Chelsea (not bothering to whisper): Yeah that's right.

Woman at Chelsea (coming back to us): Yes sir, we do have amigo on our shorts this year.

Us: Okay, can we have a picture?

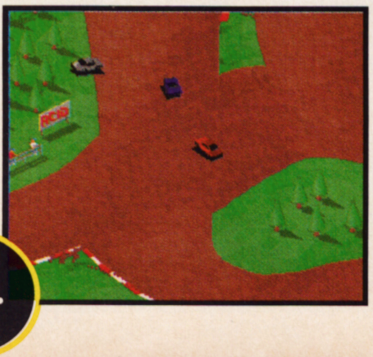
Woman at Chelsea: No.

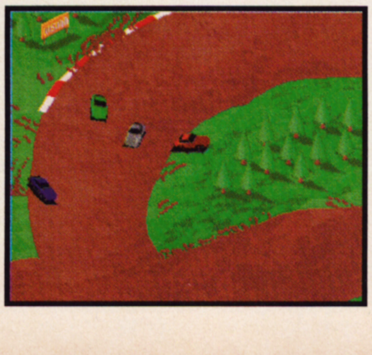
No wonder that lot haven't won a cup for 20 years.

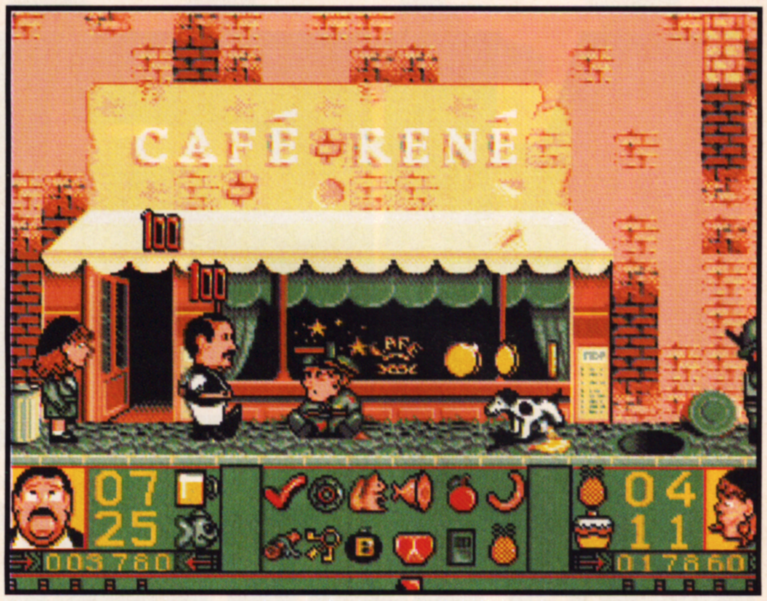
ACID RAVE!

More software from New Zealand. Acid Software (who strangely seem to share the same business address as fellow Kiwis Vision Software) are due to release Skidmarks, a Super Off-Road style racing game where the player competes against three rival racers to win a rough-'n'-tumble driving championship. If you've got a friend they can join in too thanks to a split-screen display.

What we've seen so far looks good, especially considering it was written using Acid's Blitz2 BASIC compiler. More news as and when...







ALTERNATIVE SIGN UP!

Cheapo specialist Alternative Software is branching out over the next few months with a revamped range of licensed games, both full-price and budget.

On the full-price side, the company is setting out its stall with two of the most diverse releases imaginable - a Hulk Hogan film tie-in and a game based on one of the most camp BBC situation comedies ever screened.

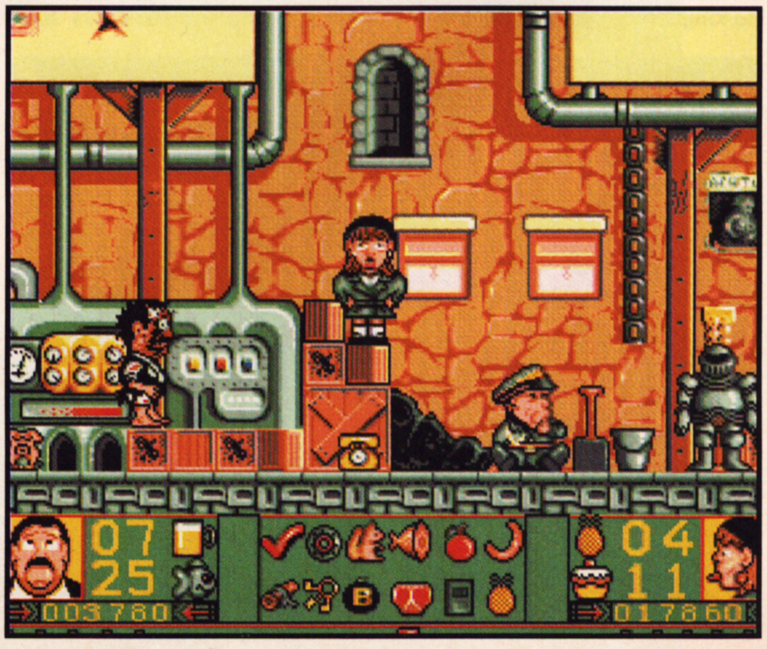
Hulk Hogan's Suburban Commando is based on the recent cult hit movie starring America's favourite balding beefcake wrestler. Strangely enough, the game will be a shoot-'em-up, and will be released to coincide with the man Hulkster's personal European tour - which is scheduled to take place later this year.

And speaking of Europe... Hulk's only stablemate in the full-price catalogue has a vaguely Continental flavour, in that it's based on a BBC TV 'comedy' where the only laughs come from the characters mispronouncing English words in ludicrous French accents.

That's right - 'Allo 'Allo is finally to be immortalised in computer game format as 'Allo 'Allo Cartoon Fun. The arcade adventure is said to be loosely based on the TV series, which is currently being re-run on the UK Gold satellite channel.

On the budget front, Alternative has announced Huckleberry Hound in 'Hollywood Capers', Pixie and Dixie: The Computer game, Popeye 3: Wrestlecrazy and Thomas the Tank Engine 2: The Race.

All of the above are due for release this month, priced between £9.99 and £24.99.



WEARING THIN!

Are you proud of your software? You are? Then why not tell the rest of the world by getting into some 'softwear' instead?

Yup! Your favourite games characters are now available in multi-coloured, fabric-based, non-interactive form (okay then, they've been printed on T-shirts) from the leading music and film merchandise manufacturer, Outer Limits.

The company's new 'Game Wear' range of 13 software-related T-shirts includes Street Fighter II, Lemmings, Zool, Chuck Rock and James Pond, alongside a number of slightly less cool cartridge heroes including Sonic the Hedgehog and Ecco the Dolphin.

All of the above are available in both children's and adult's sizes, either from most computer game outlets or direct from the manufacturer (call 0272 768989).

However, you could become one of the first sartorial software scene-setters on your street without even visiting one of these games emporiums or making a telephone call, as we have 10 of these shirts to give away in this easy-to-enter competition.

To get your arms and torso into one of these prizes, all you have to do is come up with a humorous ending to this games-related 'joke' - Why Did Sonic Cross The Road? (And please, could you possibly try to hold back from saying 'because he wanted to see his flat mate'?).

Got that? Right, then all you have to do is pop your punchline on the back of a postcard and send it to: The Shirt Off Your Back Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Please remember to include your own name and address, and to let us know which size shirt you would prefer. Oh, and your entry should reach us before 28th August 1993. If any of you manage to come up with anything vaguely titter-inducing we might print the best efforts in a later issue (but only if we're really stuck).

GREENDOG
STREETFIGHTER II
TAZMANIA
CHUCK ROCK
TOEJAM & EARL
LEMMINGS
LEMMINGS
ECCO THE DOLPHIN
CHUCK ROCK
STREETFIGHTER II
ZOOL
JAMES POND II
JAMES POND 2
ROBOCOD
ZOOL
JAMES POND II
CHUCK ROCK II
WATCH FOR NEW RELEASES
GAME
WEAR

HOLOBYTE EAT MICROPROSE

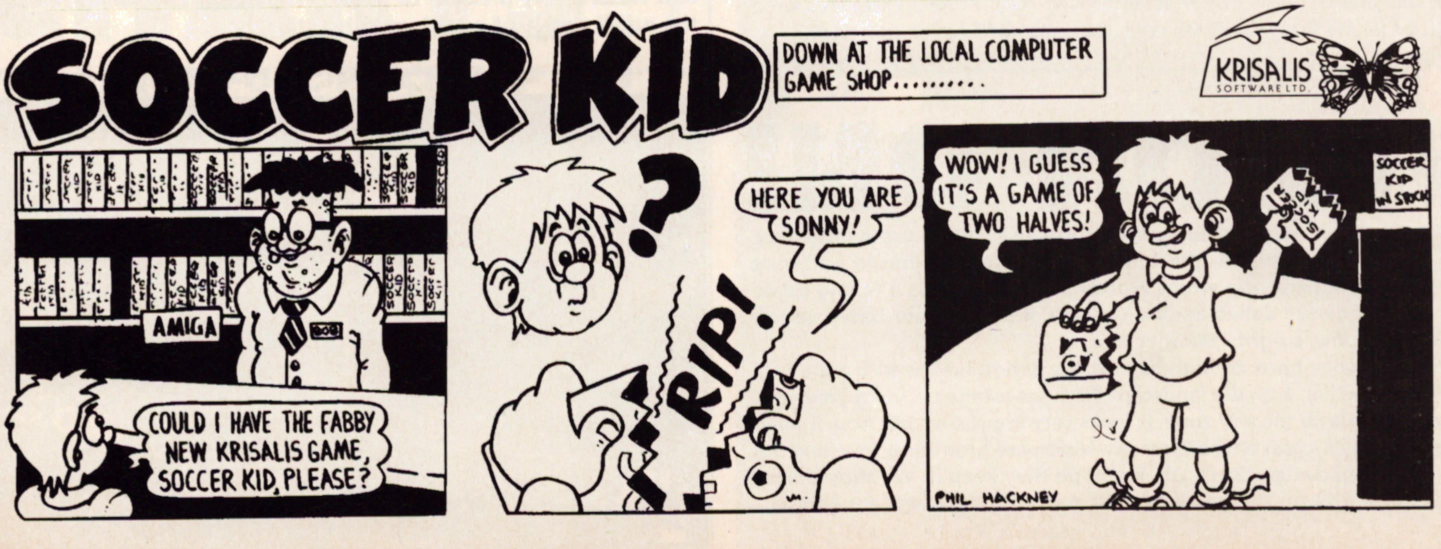
Spectrum HoloByte last month performed what to the outside world looked like a minnow swallowing a whale, when it gobbled up its fellow US publishing giant MicroProse in a $10 million 'merger' deal.

The merger, which was completed last month, was described by Rob Davies, marketing director of MicroProse UK's computer division, as "a good marriage".

"The reason that the two companies fit together so well," he explains, "is that HoloByte have very few products but a lot of money in the bank, while we are in a completely different situation. The bringing together of our two development teams also means that we now have what is arguably one of the biggest development teams in the world."

Despite the shake-up, which has seen MicroProse's long-standing chairman 'Wild Bill' Stealey stand down from his position, the company's UK operation should continue as normal, for the time being at least.

MicroProse's next Amiga release will still be F-117A, which is due next month, while Falcon creator HoloByte has no plans to produce any further Amiga games at all.


SOCCER KID
DOWN AT THE LOCAL COMPUTER GAME SHOP.........
KRISALIS SOFTWARE LTD.
AMIGA
BOB
COULD I HAVE THE FABBY NEW KRISALIS GAME, SOCCER KID, PLEASE?
?
HERE YOU ARE SONNY!
RIP!
WOW! I GUESS IT'S A GAME OF TWO HALVES!
SOCCER KID IN STOCK
PHIL HACKNEY

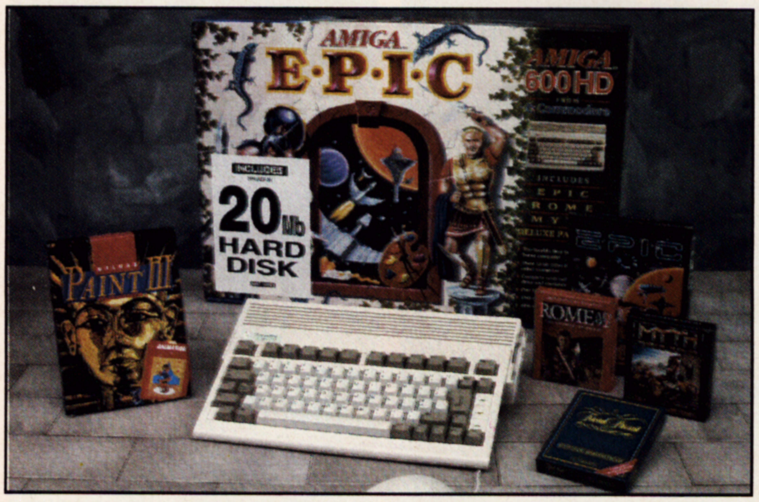
HARD NUT CRACKED!

Have you ever wanted to be really hard, but were unable to afford the privilege? Well now you can put such worries behind you, as top Amiga distributor Silica Systems is now offering what it claims to be the cheapest ever hard disk Amiga set-up.

Silica's offer includes an Amiga 600 Epic pack (which included a 600 machine equipped with a 20Mb hard drive, along with three games: Epic, Rome and Myth, plus with Deluxe Paint III) along with its own software bundle of Zool, Pinball Dreams, Striker, Photon Paint II, GFA Basic and the word processor Transwrite - all for just £299.99 (inclusive of VAT).

Commenting on the new deal, Silica's Andy Leaning offers: "We are always looking for ways to improve our service and give customers better value for their money. Last year, for example, we introduced the Zool pack, then we dropped the price of the Amiga down to an all-time low of under £200, and now we're offering Amigas with hard drives for the lowest price yet seen."

The Amiga 600 pack is available now. For further information, contact Silica on (081) 309 1111.



THE ONE WINS AN AWARD!

We're no strangers to gongs here at The One, having won a 'Magazine of the Year' title and numerous individual journalistic awards in our time, but we're not quite sure whether we should actually be celebrating our latest accolade or not.

It may sound a touch ungrateful, but having walked away with the 'Most Improved Publication' title at a recent awards ceremony hosted by our parent company EMAP (where we were up against the likes of Smash Hits, Q, Just Seventeen and The Angling Times!!!?!!), we didn't know what to think. Okay, it's all very nice to have some silverware to decorate our shelves with - but 'Most Improved Publication'? What was wrong with us in the first place? Oh well, perhaps we'll never know.

RENEGADE GO DOWN UNDER!

Renegade's continuous search for new development talent, which has previously unearthed teams from Cambridgeshire (Sensible Software) and the moon (the Bitmap Brothers), has now taken the firm to the land of billabongs, kangaroos and prospective English fast bowlers, where it has dug up yet another Amiga development team, this one going by the name of Binary Illusions.

Based in Queensland, Binary Illusions has previously operated as an independent comic publisher. Its first foray into the world of Amiga games will be Flight of the Amazon Queen, a graphic adventure which is due to debut early next year.

The company, which was originally formed by two partners, John Passfield and Steve Stamatiadis, aims to produce games which combine strong plots with challenging problems and flexible character interaction. "We want to make games that are genuinely fun to play - the kind of game that draws you right into the story and makes you want to see it through right to the very end," says Passfield.

On the link-up with Renegade, Stamatiadis offers: "We're excited about signing with such a cool company, and we hope that we can contribute to their phenomenal run of quality games."

Renegade's Tom Watson is also enthusiastic about the new collaboration. "John, Steve and their partner Tony Ball are going to prove themselves to be amongst the finest talents in the games industry," he says. "Their wit and imagination are second to none and we are very pleased to have the opportunity of working with them."

In addition to its Antipodean adventures, Renegade has also struck out in another new direction this month, by signing a three-year agreement with an 'interactive television' company to produce phone-in versions of some of its biggest games.

The deal with Triton Interactive Games (a division of Triton Interactive Television) will result in a series of Renegade games being used as part of live television programmes, with players controlling the on-screen characters' movements by using the telephone keypads.

Triton hopes to develop the games for use in conventional broadcasting, both satellite and terrestrial. Speaking on behalf of Triton, managing director Peter Beech says: "There are people playing with the idea of telephone game interaction, but no-one's really doing it seriously. This deal with Renegade is a very significant step - broadcasters want innovative programme ideas and we can now deliver them: real viewers, really attractive games and real interactivity."

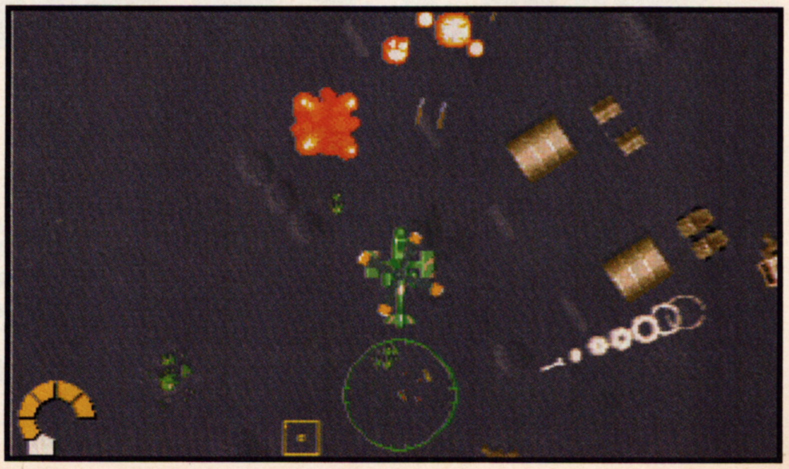
Tom Watson, too, had things to say, describing the deal as "...a very important move for Renegade. Interactive TV has been widely discussed, but only Triton has made significant technical advances. We see this as another opportunity for Renegade."

Returning to more conventional Renegade business for a moment, news from the firm's main contenders is that the Bitmap Brothers are currently beavering away on a special 256-colour A1200-specific version of The Chaos Engine for release later this year.

VISION ON!

We received a tantalising little surprise in the post the other day. Vision Software, the talented New Zealand-based software developers who wrote Woody's World, sent us a rolling demo of their new game. Called Seek & Destroy, it's a chopper-based shoot-'em-up. Yes, that's right - another one.

The difference here, though, is that the action is viewed from a top-down perspective, with the landscape features rotating around your craft as you fly through the war zone. It looks very impressive but how it plays is anybody's guess at the moment. Vision are promising "nothing but non-stop destruction". Oh, we hope they keep it. We should have more info on the game for you next month. Keep 'em peeled...



STRIPTEASERS

...Remember F1 Challenge - the new racer from Team 17 which we featured on our cover disk last issue? Well, forget it... forget the name that is, because due to contractual difficulties (rumoured to have been caused by Domark's recent signing of the official F1 licence) the Team will have to change it to something less contentious. The Wakefield Wonders have yet to pick a new title for the 300km/h racer, but rest assured that we'll let you know what they come up with when a decision is eventually reached...

...Does John Menzies know something that we don't? Hopefully not, but the high street giant has just decided that it will no longer stock Amiga hardware. The good news, however, is that Menzies will continue to stock Amiga software, and, according to spokesman Nick Peel, it's continuing to "keep an eye on CD"...

...Fancy getting your hands on a Psygnosis game for under 15 quid? No problem squire, as Sony's long-haired lovers from Liverpool have launched a new promotion for the Summer months (entitled Summer Storm) where 16 of their better known games have gone on sale for a penny short of that figure. The titles in question are: Agony, Amnios, Armourgeddon, Shadow of the Beast II & III, Bill's Tomato Game, Awesome, Barbarian II, Leander, Orbitus, Ork, Cytron, Oh No! More Lemmings, Air Support, Atomino and The Killing Game Show...

...Games are beginning to rival Terry Wogan for television airtime, as yet another entertainment show is switching its emphasis to include games alongside its staple fare of film and video. So, from now on, ITV's Movies, Movies, Movies will be known as Movies, Games and Videos - which more or less speaks for itself...

...Those whacky rock 'n' roll guys at Titus are once again donning their black shades and pork pie hats in readiness for the release of the sequel to last year's top-selling Blues Brothers. The Blues Brothers Juke Box Adventure (as the sequel is called) will be "similar to the original, but a lot better" - or at least that's what a company spokesman claims...

...Corks are popping at US Gold's Birmingham HQ, where the less than bashful Brummies are celebrating the fact that 125,000 copies of Street Fighter II have changed hands since its launch at Christmas of last year. And even though this figure does take into account sales in just about every country in Europe, it's still pretty staggering. The firm now hopes to pull off a similar feat with this year's Christmas offering, a Winter Olympics tie-in...

Virgin GAMES CENTRE

CHARTS!

THE AMIGA FULL-PRICE TOP TEN

(1)	**Gunship 2000 (MicroProse)**
(2)	**Championship Manager '93 (Domark)**
(3)	**Flashback (US Gold)**
(4)	**Graham Gooch's Cricket (Audiogenic)**
(5)	**Walker (Psygnosis)**
(6)	**Reach For The Skies (Virgin Games)**
(7)	**Premier Manager (Gremlin)**
(8)	**A-Train (Ocean)**
(9)	**Desert Strike (Electronic Arts)**
(10)	**Sensible Soccer 92/93 (Renegade)**

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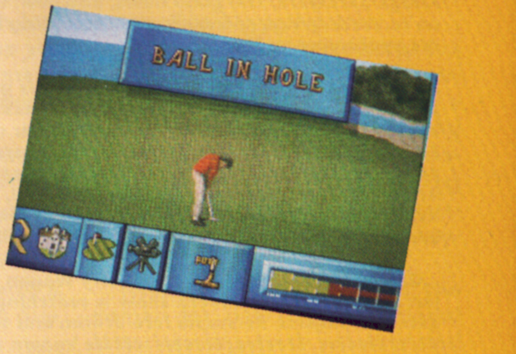
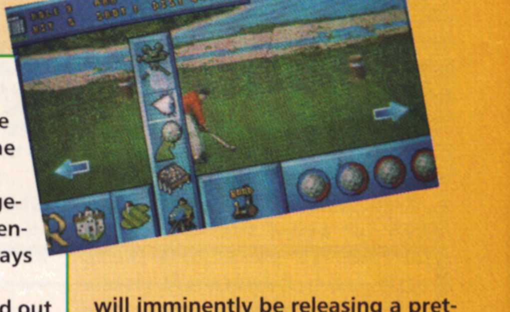


5 Copies of International Open Golf Championship for the runners-up !



THE DESCRIPTIONS!

(A) This racey fella captured the heart of the nation when he became Formula One's World Champion and quickly left the sport to pursue a career as a human wall-demolisher.

(B) It's always nice to see ya, to see ya nice with this jovial, large-chinned gameshow host who seems to have been on TV for Generations. On the course, he's a fashionable geezer who's always willing to give us a twirl.

(C) Woo! Dozens tuned in to his Bit In The Middle until he was kicked out to make way for a buxom young female DJ. If you're desperate to hear him say words like 'yonks' then listen to One Eff Emm on Saturday and Sunday mornings.

(D) Make sure you take a corset with you when you play golf with this balding comic - he's so madcap and wacky that he'll make your sides split. After eighteen holes he's likely to invite you back to his Madhouse for a few cigars.

(E) The King of celebrity golfers, this 'press your button and gamble away' kind of man is likely to play for money. Winner Takes All, of course.

THE CELEBS !

(1) Jimmy Tarbuck
(2) Bruce Forsythe
(3) Russ Abbott
(4) Nigel Mansell
(5) Sean Connery
(6) Gary Davis

There are many memorable things that Winston Churchill uttered during his time in Office but none more easily recollectable than the famous "Golf is a game whose aim it is to hit a very small ball into an even smaller hole, with weapons singularly ill-designed for the purpose." Apart from, of course, "We shall fight them on the beaches." Oh and "Pass me the hair restorer and me fags."

There are literally five or six great golfing quotes from about as many famous historical figures, probably, but as I'm into the subject of regurgitating other people's sayings about as much as I like skewering my head with a silver-plated fork you'll not find any more classic examples here. What you will come across, though, is a competition to win tickets to the prestigious golf tournament formally known as the Ryder Cup, or just Winona to its mates.

Ah, so you must fancy the prize otherwise you would've stopped reading by now. But how come we're offering you and a mate the chance to watch the world's top golfers battling it out on the fairways and greens, then? Easy - Ocean will imminently be releasing a pretty smart golf game, rather catchily entitled International Open Golf Championship, and they want everyone to know about it. So now you do.

Right, down to business. To stand any chance of winning the two tickets all you have to do is match the following celebrity golfers to their descriptions. When you've done that you'll discover that there's a spare famous person and it's that name we want you to stick on the back of a postcard, along with the tie-breaker, which you should send to: Golfing Stars Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, to arrive here by no later than August 28th.

The first correct entry we pull out of the golf bag will receive two tickets to the Ryder Cup and the next five winners will each receive a copy of the game. All the usual The One competition rules apply. Please include your daytime telephone number so we can get hold of you quickly if you win the tickets or if we feel like calling you up at 3am just for a laugh. Good luck!

TIE BREAKER!

Complete the following phrase using twelve words or less:

Ocean are great because

....

....

....

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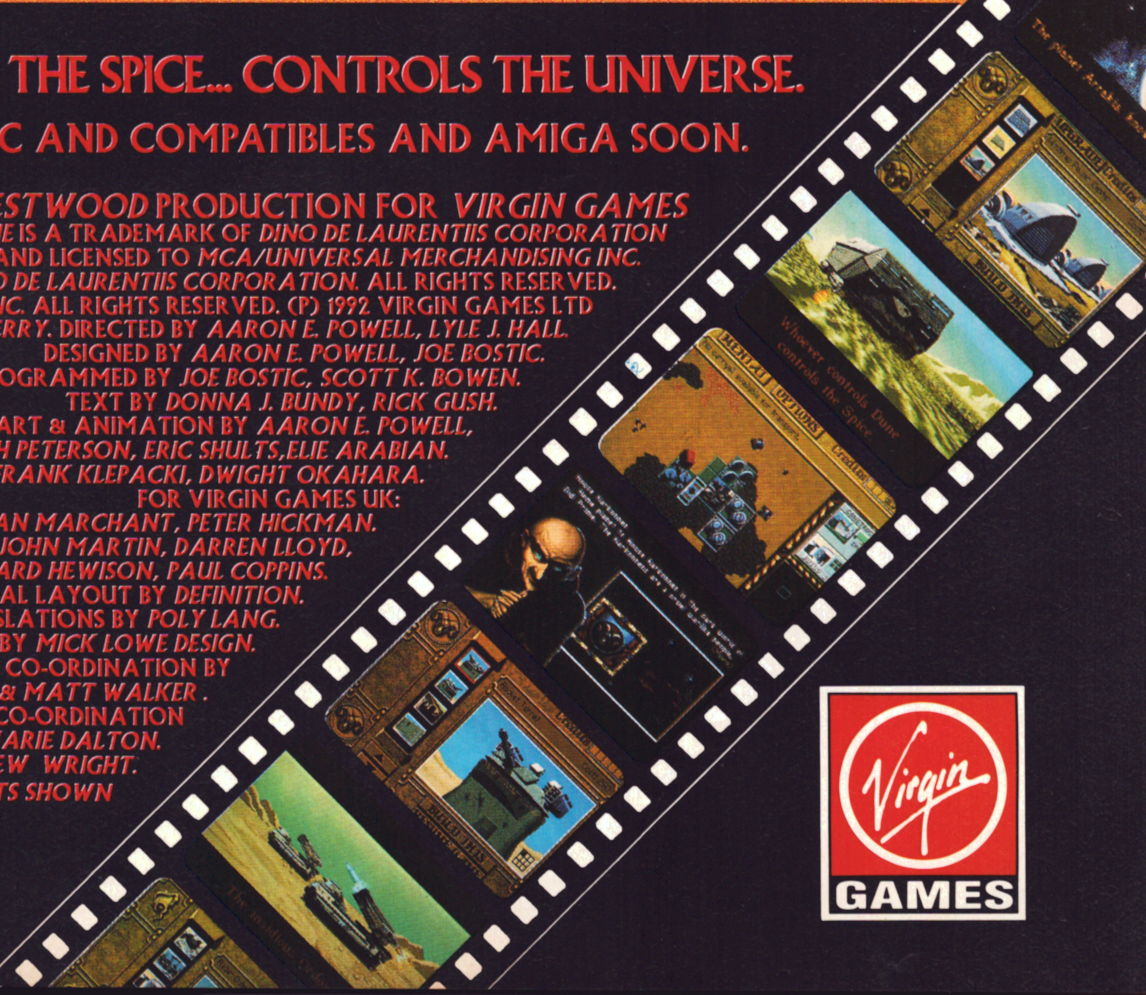

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Letters

If you're sitting all alone, make new friends on the telephone. Alternatively pick up a pen and paper and let us know exactly what it is that you're thinking. It's a lot less sad than talking to people who are paid to like you, and could earn you a community action trust award - well, maybe a juicy software prize anyway. Pick an interesting subject and write to us at: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU or, if technology falls at your fingertips, FAX us on: 071-972-6710.

GISSA JOB!

Dear The One,
After reading the feature in the June issue of The One called 'In the Biz' I decided to write to you. I feel that I could offer some original ideas to software developers as a games designer, but unfortunately you didn't give any information about this profession.

Please could you tell me how I could achieve this. I know I would have to send my ideas off to numerous companies but would I need to send off drawings of levels and the characters involved, or would I just send off ideas and plans? I look forward to your reply.

R. Holman,
Gillingham, Kent.

Very few companies hire games designers on the basis of a few ideas and sketches. Still, if you think your idea is good enough it's worth doing what our 'Mr Evans' did and just sending in your work on spec to the companies we mentioned. Who knows? You might strike lucky.

WHY SO SLOW?

Dear The One,
I have recently purchased an Amiga 1200 and, although I am pleased with it, I am rather puzzled by the speed of the machine - or rather, the lack of it. I have found it to be slower than I imagined.

I have read that my machine has a clock speed of 14Mhz, which is double that of an Amiga 500 or 600, plus 32-bit architecture which should increase the speed further. So why is it that only some games run faster than on an Amiga 500 or 600, whilst many others show only slight or no improvement at all? Can you enlighten me?

Dave White,
Barnstaple, North Devon.

The reason you're not seeing amazing speed increases in some of your games is because many games are locked to the screen update to keep it running at a smooth, constant rate. If this wasn't done the game would run in fits and starts, speeding up and slowing down depending on how much is being drawn on-screen. Not very nice. This tends to be implemented in arcade-style games most of all. In many 3D polygon-based games, however, the programmers generally don't do this, allowing the code to take advantage of the faster processor in the A1200.

Many arcade games run in fifty frames per second, which is the quickest that the monitor or TV screen can update an image, so you're unlikely to see faster arcade games on the A1200. What you will see, however, is arcade games with more sprites, bigger nasties and flashier effects, simply because the processor has the power to do so much more in the time available.

SENSI TIPS

Dear The One,
I only need to mention the word soccer and people will say "Oh no, not another one" but with the release of Goal and the Emlyn Hughes clone F.A. Premier League, I find it necessary to highlight key areas in the successful Sensible Soccer 1.1 that could and should be included if and when Sensible Soccer version 1.2 is released.

Has any owner fought their way through competitions like the European Cup only to find that the game can only say that their team has won the cup? What, no team celebration screen? No lap of honour? Yes, all these touches could be brought into the game. What about player celebrations after a good goal is scored? What about injuries? How about objections from the manager when a player is booked or sent off?

The makers of Sensible Soccer have done a brilliant job getting together both International and club competitions but the additions I have mentioned would add a greater dimension to an already excellent game.

Oliver Whelton,
Cork City, Republic of Ireland.

P.S. How long before we see a sequel to Sensi V1.1?
P.P.S Thanks for a great magazine and keep up the good work.

Agreed, it's a little disappointing not to be adequately rewarded after you've put all that effort into winning a cup. Sensible are just starting work on Sensisoccer 2, tentatively titled World of Sensible Soccer, so we've sent your suggestions to them for consideration. But don't get too excited - you're not likely to see the game before next year.

SAD!

Dear The One,
This letter is terrifyingly sad, so hankies at the ready.

About a year ago I moved to a comprehensive. On my second day I met a boy who would copy loads of games for me for only a pound. "GREEAAT!!" I thought. Since then I have purchased a number of games off him which include Lotus Turbo Challenge 2, Body Blows, Blues Brothers, Killing Game Show, Chuck Rock and a few more - quite a few wouldn't you say?

Anyway, here comes the sad part: my mother, knowing piracy to be against the law, said "Now listen here you little creep, stop copying or I'll make you buy a Nintendo". You can imagine how I felt. Even sadder, my father is a copper so I was wondering could you swap my copies for the originals as it would make me so much happier. Oh, and if you're wondering why my mother won't get me the originals, it's because she's tighter that a reef knot. So I have to go now. Please think about it. Bye Bye.

Ian James Griffiths,
Llanelli, Wales.

Sorry Ian, I'm afraid your alleged 'tale of woe' didn't reduce any of us here at The One to tears except tears of laughter. Are you absolutely serious? I suppose if you stole a car and then got caught you'd expect someone to give you another car to make up for it? And what's so sad about you're dad being a policeman? I think I know who the sad person is in your family and it's not your parents. By the way, I think from now on we're going to stop using the slightly-romantic term 'pirates' and just call people who illegally copy software by their correct names - criminals.

RIP OFF!

Dear The One,
I am writing to you to ask one question - why is everything such a rip off these days? As an A-level stu-

dent, I earn no income whatsoever, as most of my spare time is devoted to my studies. With software companies now charging £30 for virtually every new piece of software, I am beginning to wonder whether I will be able to afford to buy a piece of software within the next five years.

Don't the software companies realise that they are the major cause of software piracy by charging such exorbitant prices? I would love to own some of the new titles that are coming out at the moment but I would never consider getting pirated copies as I think that the producers of such marvellous games deserve some reward for producing them.

One more thing - I believe that magazines are also guilty of overcharging for their product. In the days before coverdisks, most magazines charged around £1.95 or sometimes less. Nowadays magazines seem to charge around 80p to £1 extra for every disk they shove on the front.

Please stop putting three disks on the cover. It was bad enough when the magazine had two, but three disks per month filled with crappy games and PD software? The idea of PD software is that it's cheap, so that you can choose what you want yourself, so please leave it up to your readers whether they want to spend £1 a month on this software. Don't force us into paying for it, if we don't want it. I believe you should just go back to one coverdisk per month, and put the price down to about £2.50, unless there are some exceptional, original games - i.e. not platform games! - that are worthy of a place on the coverdisk of your magazine.

L. Jones,
Bedford, Warks.

Yes, computer magazines are very expensive compared to other non-computer magazines and, as you so rightly say, this is due to the coverdisks on the front, despite some magazine's insisting on telling you that their disks are 'free'. We're very aware that the disks bump up the magazine's price, which is why we try very hard every month to bring you the best demos and PD games and use special compaction software to cram as much on the disks as possible, thereby giving you the best value around.

You complain about the disks but what better way is there of getting a taste of the games coming out (those very expensive games, as you point out earlier in your letter) and thus avoiding making a duff purchase? And as for your moan about the third disk, it's not as if we charged any extra for it, is it? What do the rest of the readers think? Would you like to see one or no coverdisks and a cheaper price? Write in and tell us.

LAND OF CONFUSION

Dear The One,

I own an Amiga 500+ which has 1Mb of memory built-in and I also have a 1Mb expansion fitted. I have noticed that the A1200 uses 2Mb so would it be possible to run A1200 programs on my computer and if so would I need to buy any special disks or something to make them run?

J. Arscott,
Mountain Ash, Mid Glamorgan.

Unfortunately, no. Although the A1200 is mostly compatible with A500 software the A500 is not at all compatible with A1200-enhanced software. This is because as well as 2Mb of RAM, the A1200 is fitted with the special AGA chipset, which allows it to display far more colours than the standard Amiga. Sorry, but if you want to enjoy A1200 software you'll have to buy an A1200 too!

FUTURE TENSE

Dear The One,

I am writing to you about the one thing that everyone who reads this magazine has in common - namely the Amiga. I would like to know what your views are on where the Commodore is heading.

First there was the A500 which I own. Then there was the A500+. That didn't last too long did it? It was quickly succeeded by the A600/A600HD. Now the A1200 has reared its not-so-ugly head. Do you think that it is inevitable that software for the A500 will be phased out in the near future, i.e. the next two or three years?

Do you, like I, feel that Commodore should not have released

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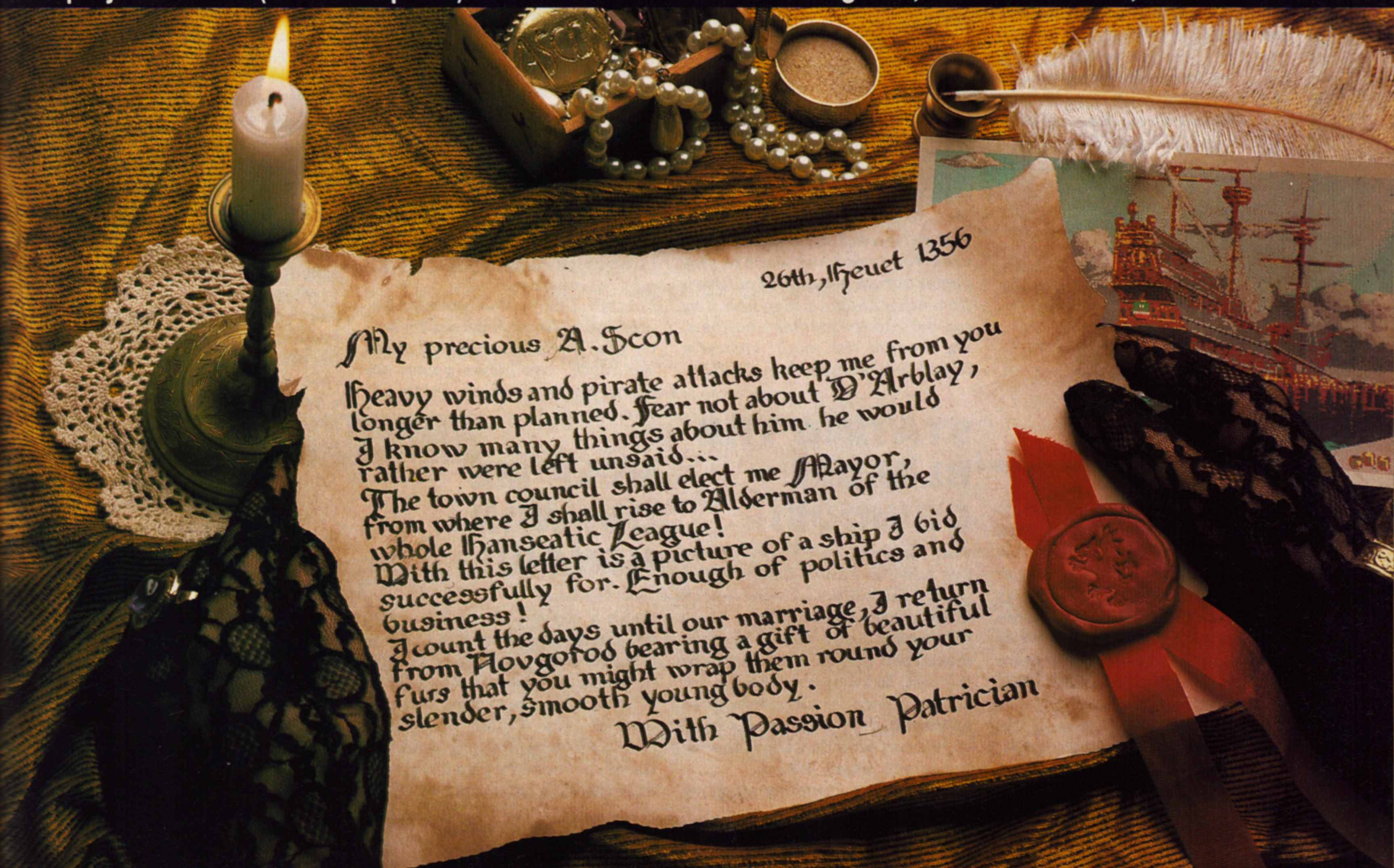

26th, Heuet 1356

My precious A.Scon

Heavy winds and pirate attacks keep me from you
longer than planned. Fear not about D'Arblay,
I know many things about him he would
rather were left unsaid...
The town council shall elect me Mayor,
from where I shall rise to Alderman of the
whole Hanseatic League!
With this letter is a picture of a ship I bid
successfully for. Enough of politics and
business!
I count the days until our marriage, I return
from Novgorod bearing a gift of beautiful
furs that you might wrap them round your
slender, smooth young body.
With Passion Patrician

the A500+, A600/HD and the A1200 in what is relatively a short space of time? I feel that only one type of Amiga should have been launched as this would have enabled Commodore to focus on promoting the machine against the two most recognisable lumps of plastic - I mean consoles - the Super(?) Nintendo and the Mega(?) drive.

Martin Grant,
Ayr, Scotland.

SOLD OUT?

Dear The One,
After writing to you two months ago stating how angry I was that Commodore and Kelly Sumner had launched a better machine only shortly after I had purchased an A600HD - namely the A1200 - I must confess to being a total hypocrite having just gone out and purchased an A1200, although I still believe that it was launched to soon. Let me explain my reasons for buying one.

I believe that the future of the Amiga truly rests with this machine. Its technical capabilities are outstanding although I wish I could purchase some software which illustrates this, as for now I have to make do with standard games running faster and smoother. I look forward to Team 17's efforts, especially Alien Breed 2 which I hope will sell thousands of A1200s by itself if Team 17's record is anything to go by. I would strongly recommend that all 500/600 owners go out and upgrade to this machine as, once the software ball gets rolling, I think we will see some truly amazing stuff which will make the standard games look positively dull by comparison.

Jamie Smith,
Stoke On Trent.

QUESTION TIME

Dear The One,
Here's a few points for your delectation:
(1) The reviewing system is truly superb but you're not making full use of it. If the other marks do not affect the Overall score then you can pick out the good and bad bits more clearly, e.g. how in the name of Thora Hird can you rate Sink or Swim's ugly graphics 22% more than the lush visuals of Entity? What were you thinking of?
Incidentally, Sink or Swim is the most extortionately crap, insultingly bad piece of poo that I've seen on any format. It's sooo tacky. I'm warning your readers - DO NOT BUY IT - I mean you wouldn't prod your nipples with a needle or take a bath with an electric heater, so don't do it.
(2) When is Prince of Persia 2 coming out on the Amiga?
(3) Us readers want details about your subscriptions and back issues. Can't you get that into your Swiss cheese minds?
(4) Blaster was good albeit far too difficult and with not enough large aliens, but why include a feature about how to get into games programming when this is a games-only mag? We want to play them not write them.

I'm utterly desperate to have something of my creation in your honourable pages. I've tried several times but failed and I first tried after I'd bought my first issue over one and a half years ago.

Stephen 'Guybrush' Boyes,
No address given.

Alrighty-tighty, to answer your points one-by-one...
(1) Er, I thought we already did? I liked Sink Or Swims graphics - they were cute and moved well - but Entity's were dull, pixelly and the scrolling was a bit dodgy, hence the 22% difference. Remember that the Graphics mark doesn't relate purely to how good the game looks but also to how well they complement the gameplay. I think the main problem here is that you just didn't like Sink Or Swim, which I managed to deduce from your calmly-reasoned appraisal of it. Am I right?
(2) Your guess, Stevie-babes, is as good as mine. There're no plans yet.
(3) Yes, we can. They're coming soon.
(4) Glad you liked Blaster but sorry that you weren't so keen on the feature. You might just want to play games but we get a loads of letters from other people asking how they can get into the software business. We thought this might answer a few of their queries. Fairy 'nuff?

STATING THE BLEEDIN' OBVIOUS!

Dear The One,
I've had my Amiga for over four years now and since then I've seen many games come and go. Some software houses spend time to make their games stand out from the rest, but many still plump for arcade licenses because they need no introduction or game plan as all of this has already been done for the game's arcade release.

I've always complimented the companies who start a game from scratch and try to be as original as possible. It's a very hard path to choose but I think the public respect these companies and that shows in their sales figures (you know what they are, do you? - Ed.). My ideas to help and possibly interest people are my own personal views but I think it's important for the buying public to put their points across.

My first and probably most important point is about the way many software companies are putting the plot into the game's intro. The first thing I do when I buy a game is load it up and play it - I'm not interested in reading page after page of manual to get the storyline, I just want to play the game. Therefore it was a great idea by Core Design to implement this in their game Premiere and, to date, this is still the best introduction to a game there is.

Other games, like Superfrog and Flashback, which have tried the same formula are all a joy to watch and it grasps your attention a lot more than a novella would ever do. I wish more companies would follow along the same lines and produce opening sequences like Premiere as they are a lot more interesting to watch.

Secondly, more games should be designed to implement a two-player option. Games like Silkworm and The Chaos Engine are that much more enjoyable as getting together is more fun and adds a lot more lastability to a game.

I hope the points I have raised have been of some use, because fresh ideas and new designs can only be good for the software houses and the people who buy the games.

Paul Jones,
Wrexham, Clwyd.

You are a perceptive young man, aren't you? Original games are better than licences... animated intros are good... two-player games are best... My God, I think you've got something!

HELP ME OBI-WAN KENOBI!

Dear The One,
Being a big fan of the LucusArts adventures I am desperate to know whether they are going to continue producing for the Amiga. I've read nothing about their attitude towards the A1200 which can match PC graphics and keep the speed up. I hope they do have plans as I'm already getting envious just looking at screenshots of The Dig and Day Of The Tentacle on the PC.

S Breadley
Beeston, Nott.

The official line is that there won't be any more Amiga games from LucasArts. Yes, the A1200 can match the PC in terms of speed and graphical ability but it's still held back by that darn low-density floppy drive. Monkey 2 came on eleven disks and that had 32-colour graphics. A 256-colour A1200 game would probably weigh in at near double that. Not only would such a game be hugely expensive to produce but can you imagine the disk swapping? Who knows, though? If the CD32 takes off (as it's got every chance of doing) then the LucasArts lads might be tempted back...

BUTTON-TASTIC!

Dear The One,
People and programmers keep complaining about how the Amiga doesn't have enough fire buttons, when in reality it has 99. They're called 'keys'.

Why do programmers disregard the keyboard? For a number of years I played games on the Spectrum and never used a joystick once (mainly because I didn't have one) and found it very easy to use. Take Street Fighter 2 - they used the keyboard but they could have used six keys to mirror the Street Fighter controls. The keypad could have been used: 7 for a quick punch, 8 for a medium punch and so on. They could also have included a SNES-to-Amiga converter for the SNES joypad. (No they couldn't have, it would have been hugely expensive. - Ed.)

Mortal Kombat is coming out soon and this is my all-time favourite beat-'em-up, so a plea to the programmers of the conversion - please use the keyboard or provide a SNES joypad converter, use the hard drive and please make an A1200-specific version.

Helen Lyons,
South East.

It's a mystery why more games don't include a keyboard option, especially in the case of games like Streetfighter 2. The weird thing is that often you find games are easier to play on keyboard rather than joystick, as you get more precise control over the action. Are you listening, programmers? On the subject of Mortal Kombat, look out for more news soon...

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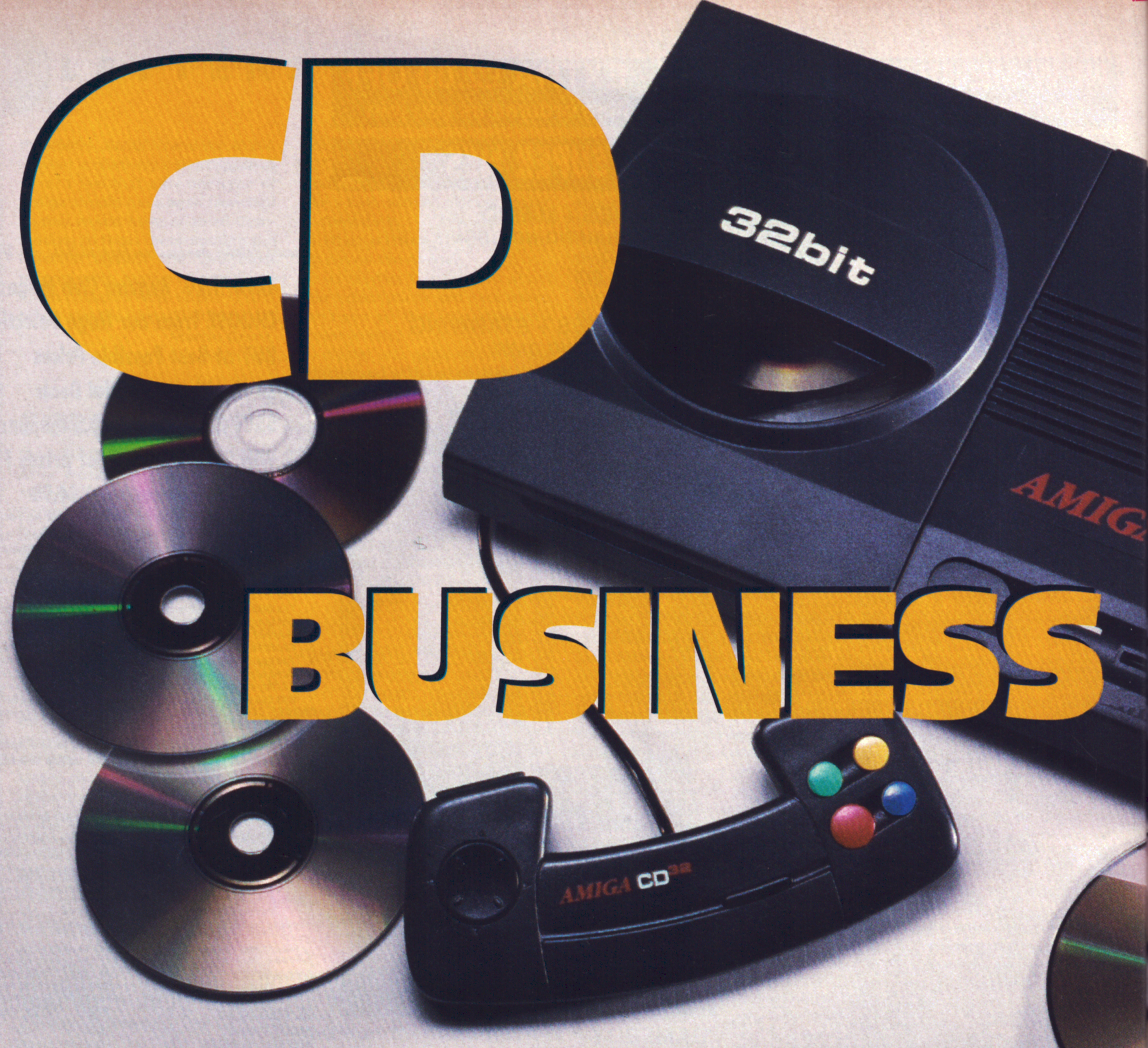
CD BUSINESS



Not only is the Amiga CD32 the first ever 32-bit console, it's also the first ever stand-alone CD machine. David Upchurch takes a look at the box of tricks that Commodore hope will revolutionise the way we play games...

It's hard to keep a secret in the computer and software industry. You know how it goes - one person knows something which they tell a close friend in strictest confidence and they then tell to one of their close friends and, before you know it, everyone knows.

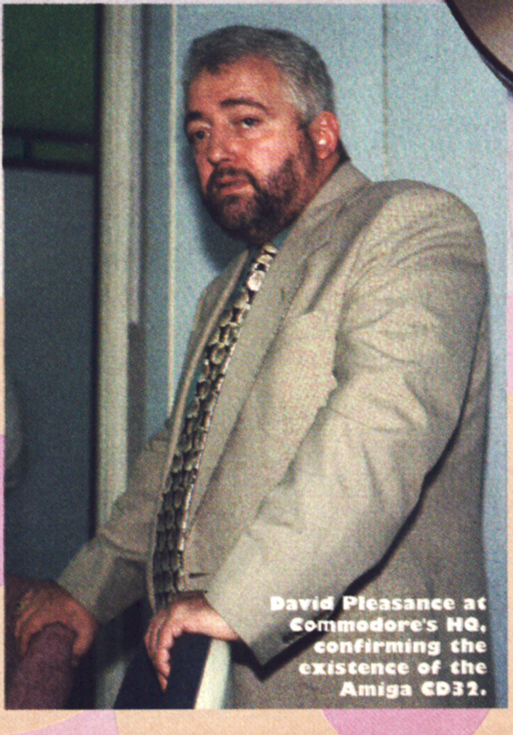
Such was the situation with Commodore and their CD-based console. For a long time it was pretty much common knowledge that they had one in development and rumours abounded as to what its specs were, how much it'd cost and when it'd be released.

Well, at last we know answers to quite a few those questions. At last, Commodore's Amiga CD32 is here.

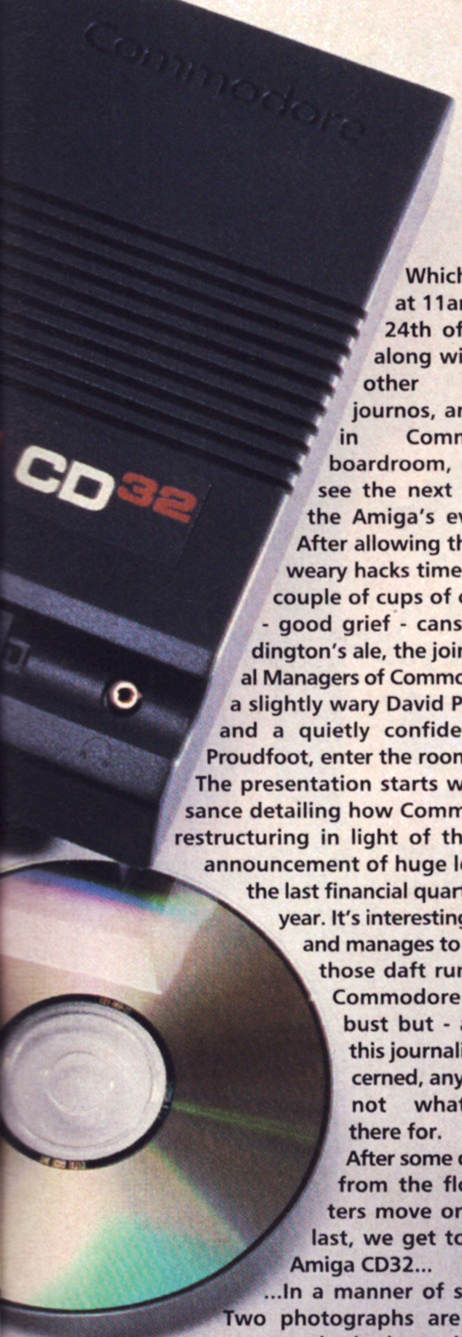
EVOLUTION OR REVOLUTION?

The official World launch of the Amiga CD32 took place on the 16th of July 1993 at the Science Museum in South Kensington. As I write this, though, that date is still two weeks away and several days after this issue has gone to press.

However, Commodore (perhaps recalling the slight annoyance of certain journalists when the A1200 was unveiled a day before it went on sale, meaning that the first reports about it appeared long after it had turned up on the shop shelves) had the foresight to invite members of the Amiga press down to their Maidenhead HQ to preview the new Amiga CD32, enabling them to get stuff into print to tie in with the machine's launch.



David Pleasance at Commodore's HQ, confirming the existence of the Amiga CD32.



Which is why, at 11am on the 24th of June, I, along with many other eager journos, am sitting in Commodore's boardroom, keen to see the next stage in the Amiga's evolution. After allowing the travel-weary hacks time to sup a couple of cups of coffee or - good grief - cans of Boddington's ale, the joint General Managers of Commodore UK, a slightly wary David Pleasance and a quietly confident Colin Proudfoot, enter the room.

The presentation starts with Pleasance detailing how Commodore is restructuring in light of the recent announcement of huge losses for the last financial quarter of the year. It's interesting enough and manages to dispel all those daft rumours of Commodore going bust but - as far as this journalist is concerned, anyway - it's not what we're there for.

After some questions from the floor matters move on and, at last, we get to see the Amiga CD32...

...In a manner of speaking. Two photographs are handed out, one set per hack, along with a press release and specifications list. It soon transpires that we are not going to see the machine 'in the flesh' - that joy is being reserved for the aforementioned World launch. Ah well, it's better than nothing... just. Still, what we're told is more than enough to get the juices flowing...

THE AMIGA CD32

In David Pleasance's words, the Amiga CD32 is a "double whammy". It's not only the World's first mass-market 32-bit console (the Megadrive and Super NES are 16-bit), it's also the first console designed to be run purely off CD. Obviously, given the limited information provided, I can't give you a full low-down on the machine's capabilities, but here's what I know so far...

To be honest, it's not the most impressive-looking machine ever. Surely Commodore couldn't chosen a sexier casing colour than gun-metal grey? The Amiga CD32 is a compact little baby, though - it takes up no more space on your tabletop than a copy of The One.

The guts of the machine are essentially those of the A1200. The CPU is a MC68020 running at 14MHz, the on-board RAM totals 2Mb and the AGA chipset permits up to 256,000 colours on-screen from a palette of 16.8 million. In terms of raw processing power and graphical quality it's far superior to the Mega CD and just about any other CD games machine for that matter.

The CD drive is top-loading. It's capable of running at two speeds, roughly 150K/second and 300K/second. This high-speed is very important. Not only does it mean that games will load faster, it also means that the CD32 should be able to pull impressive animations off disk with no problems. The CD32 can also play audio CDs and CD+Graphics, provided you link it up to your stereo.

Control is via a Super NES-style joypad, complete with six firebuttons and a 'start/pause' switch. This was a wise move, as the Super NES joypad is widely considered to be the best around, simply because of the range of control it provides. There's room for two joypads to be connected, although whether two will be provided initially is unknown at this point.

According to Commodore, the CD32 will be released at the end of August and retail for the staggeringly low price of £299.99.

MIND EXPANDING?

The CD32 is equipped with a large expansion port to the rear of the machine. It's probable that a keyboard and floppy drive will be released for the machine sometime in the future, although Commodore would neither confirm or deny this. (Commodore also plan to release a CD-ROM drive add-on for the A1200, which may be available before Christmas.)

Most excitingly, the CD32 is capable of accepting an MPEG standard Full-Motion Video add-on, giving the CD32 the ability to pull TV-quality animations off CD. Commodore hope to have this FMV expansion ready in time for the machine's release or, failing that, just after, which will retail for around a further £200.

GAMES! GAMES! GAMES!

There will be two games bundled with the CD32, although Commodore isn't saying what they are yet. In addition there will be 18 new games available on the day of the machine's release, including such juicy morsels as Zool 2, James Pond 3 and Jurassic Park. Quite how these games will be enhanced to take advantage of the CD32's power and storage capabilities is unknown. Commodore expect the price of software to start at £19.99, averaging at around £29.99.

THE VERDICT SO FAR

Going on what we know so far, the Amiga CD32 sounds a very exciting machine. Sure, £300 is a lot to pay for a games machine, but it's substantially cheaper than the Mega CD yet far more powerful. Of course, without software the machine's useless but it appears that there will be a wealth of titles available for it from launch. Let's hope they actually put the CD to good use, rather than just giving us the same game we could've played on floppy but with a CD soundtrack

NEXT MONTH!

A report from the CD32's launch party, more info on forthcoming games, an in-depth look at its specs and a comparison with rival CD systems!

CD? SO WHAT?

So why all the excitement? What's so brilliant about CD? Well, quite a lot, actually...

A CD is a data storage medium just like a floppy disk or a hard disk. But whereas a floppy can store 880K of data and a typical hard disk can store 80Mb, a CD can store around 600Mb of data - that's the equivalent of over 700 floppy disks! The only drawback is that the data is read-only, i.e. you can't write information onto the disk.

What this means is that you can have vast, deep games, with loads of sexy animations and graphics, all accompanied by a CD-quality soundtrack. And just think - you'll never have to swap disks again!

From the software houses' point-of-view CD is a dream come true, as it's near impossible to pirate them (unless you've got a suitcase full of floppy disks). And the good thing about that for the consumer is that because the pirates aren't stealing the companies' profits, CD-based games should cost no more and maybe even less than floppy-based games. Huzzah!

32bit
AMIGA CD32
AMIGA CD32

THE SOFTCOS HAVE THEIR SAY...

It seems like the whole software industry has fallen in love with the Amiga CD32. Here's what some of them are saying...

**"The Amiga CD32 provides a brilliant platform for software publishers, offering the cutting edge in graphics, sound and data storage. This new product is destined to be a sure-fire winner."
David Ward, Ocean Software.**

**"This is *the* most exciting technology. I'm sure that with Commodore's track record the Amiga CD32 will be a tremendous success."
Geoff Heath, Mindscape.**

**"This is without doubt the best news publishers could have. It gives us the opportunity to develop stunning CD games for what is the most affordable CD platform."
Ian Stewart, Gremlin.**

**"The Amiga CD32 easily beats its rival CD platforms with 256 colours, high CPU speed and double-speed CD drive. And the big bonus is all that lovely RAM to play with!"
Andrew Hewson, 21st Century Entertainment.**

**"The Amiga CD32 will set new standards for power and value. It allows us to develop more potent and inventive games with higher production values."
Michael Hayward, Millennium.**

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You may think that if you were the world's biggest and most marketable move star then you would be favourably treated whatever you did. But, as Simon Byron reports, muscles on your muscles and an evil stare count for nothing when you're turned into a sprite.

RAW DEAL

The good thing about any of Arnold Schwarzenegger's films is that, up until recently, you knew exactly what you'd be letting yourself in for. There'd be no girly love stories with clever heart-wrenching meanings, no scenic locations by a river where a bunch of teenagers 'grow up' and learn the hard truths about the world in which we live and certainly no tear-jerking death scenes.

Nope, the only thing likely to jerk when someone cops it in an Arnie film is their brains as it exits from the back of their skulls and deposits itself on the pavement in a jellied heap. And if a heart was wrenched then you could be sure that Arnie would have his hand around it. All in all, the perfect fodder for computer games.

Now, we all know that stars often change their looks with Jackson-like regularity, but the amount of facelifts and freaky transformations the computer Arnold Schwarzenegger has gone through is, quite frankly, disturbing. One minute he looks like himself, the next, well, we'll come to that in a second.

You would have thought that getting a fairly lifelike Arnie would be no problem - after all, all you need is a few bulging biceps here and there (on the arms preferably), a neatly trimmed hairstyle and some combat gear or leather trousers. Floella Benjamin could manage it no problem with a little help from Big Ted and that rag doll.

But often a software house will purchase the licence to a block-busting film and not shell out the hefty wedge of cash which enables them to digitise the main star, so in many cases the primary sprite in a game is recognisable enough so that you know who it's supposed to be without too much likeness. And when you consider that the Big Man himself would demand a colossal amount of cash for this kind of thing, it's not surprising that many of his game sprites bare as much likeness to him as I do to Mel Gibson.

With Psygnosis recently snapping up the Last Action Hero licence, we decided that a little research was in order. Over the page you'll find all of Arnie's Amiga games, along with the real thing.

And if any Psygnosis graphic artists are reading, hopefully they'll become aware of the traps and pitfalls which many games haven't managed to avoid.

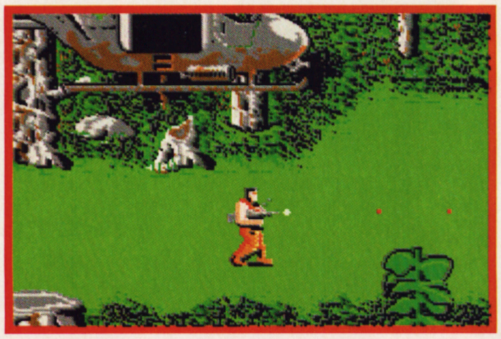
PREDATOR

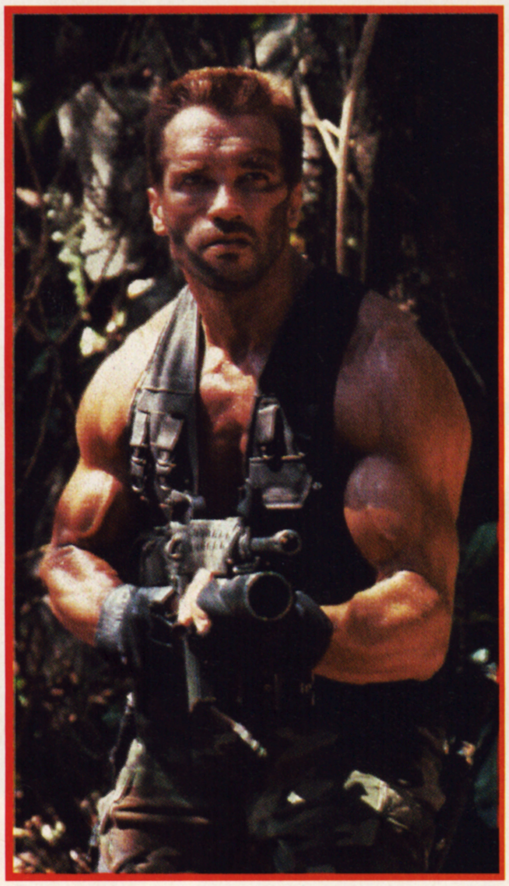
You'd be hard pushed to find anything on Earth which is tougher than Arnie and if this film is anything to go by even the aliens are scaredy-cats when it comes to having an altercation with the Austrian muscle factory . That's not to say I'd advise you to spill the Predator's pint - with his special invisibility powers and insatiable appetite for killing, your only chance of fifteen minutes of fame would come from displaying your insides on the outside on a News At Ten slot.

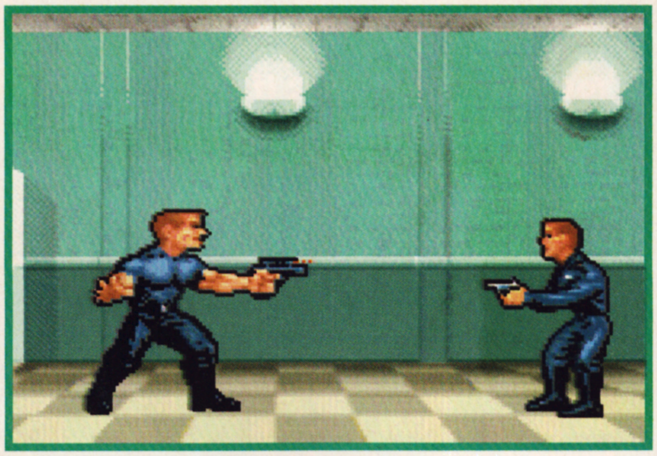
Activision published the computer game and it's pretty much your standard film conversion, albeit without the obligatory driving section (don't worry, those come later). In a radical step away from Schwarzenegger computer games, you play Arnie as he ventures forth into unknown jungles, taking out any enemy troops and avoiding the attentions of the initially invisible Predator. Yes, we're in familiar sideways scrolling territory here but back in those days we didn't know how familiar this type of thing would become so we'll forgive it.

But - hey! - we haven't mentioned the computerised Arnie, so let's talk about that, shall we? As I've mentioned, you can't go wrong with combat gear, a flat-top and some extraordinarily large muscles here and there and in those respects the game serves Arnie well, we think. But after the relative success of the game they call Predator, things go horribly wrong...

Likeness... 6/10







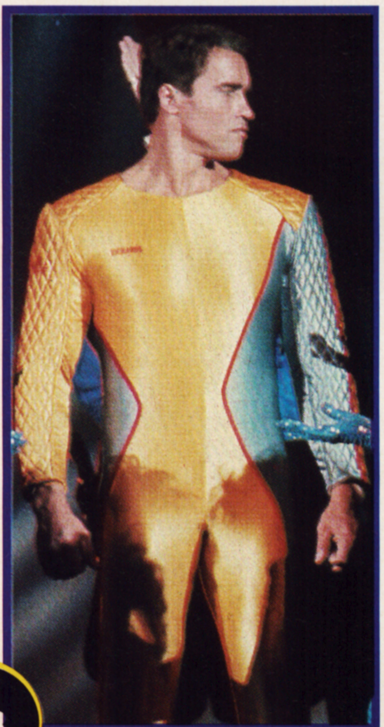
TERMINATOR 2

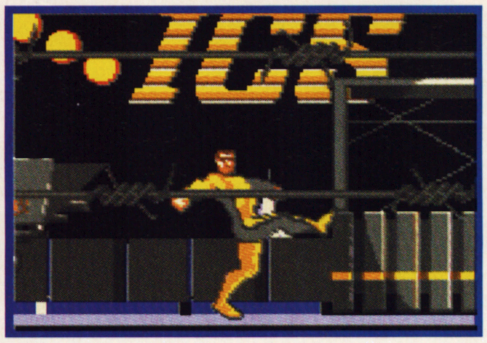
In the dark days before dinosaurs ruled the cinema screens, Terminator 2 was generally regarded as one of the most technically impressive films of all time. Mass-media magazines ran countless features on the stunning effects and if I had £1.73 for every time one of their clueless journos explained that they were achieved using a "complex computer process known as morphing" then I'd have £27.68. Everybody knows that.

But did you know that Kevin Bulmer (Mr Legends Of Valour) coded Terminator 2? Well, now you do, but don't whatever you do mention it to him in the pub unless he's drinking from a plastic tumbler as he's a tad embarrassed about the whole affair. And quite rightly so - a huge pile of steaming excrement played better than this, and it smelt better too. Design-by-numbers was a phrase invented by T2 and by God it showed.

Once again we're into the almost-but-not-quite syndrome. In some sections the game's hero looks okay, in others not-so okay. Like Total Recall, the sprite is quite squat and you can't help thinking that when (not if) someone decides to do an Arnie cartoon then the Amiga version of Terminator 2 won't be far removed from that.

Likeness... 5/10





THE RUNNING MAN

Written by Stephen King, the supposed master of horror, The Running Man combined a pessimistic and bleak society of the future with all the glitz and glamour of Strike It Lucky. In it, Mr Schwarzenegger played a framed cop who escapes from prison only to be recaptured and offered the chance of freedom if he takes part in the ultra-violent gameshow, where victors are offered a new life on an exotic island and losers get an all-expenses-paid trip to a seven-by-three holiday chalet which is deposited in a nice, safe underground grave-thing.

Of course, there's tons of violence, plenty of action and loads of the infamous 'hilarious' one-liners along the way - indeed, when Arnie threatens, "I'll be back," the gameshow host responds with a cool, calm, "Only in a re-run." Laugh? I didn't. So how do you translate The Running Man into a playable computer game? Well, don't ask developers Emerald Software because they obviously didn't know. And, judging by the low quality graphics, I would have thought that Arnold paid them to make the main sprite look and act completely differently to him.

If you had to describe the real Mr Schwarzenegger to others solely on the basis of the computerised version you'd equip him with breasts, a severe weight problem and a walk which looks as if he's trying to carry two bags of sugar between his buttocks. In fact, the only thing consistent between the game and the film is the yellow and grey suit. Pathetic in every way.

Likeness... 1/10

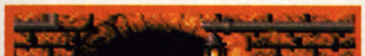
RED HEAT

After appearing in several mindless, violent action films where all he got to do was run around in army clothes or unbelievably crass leather trousers, Arnie decided it was time for change. Off came the elitist strides and shades and on came some designer suits and a 'undetectable' Russian accent as Arnie ventured into the cut-throat world of American cops.

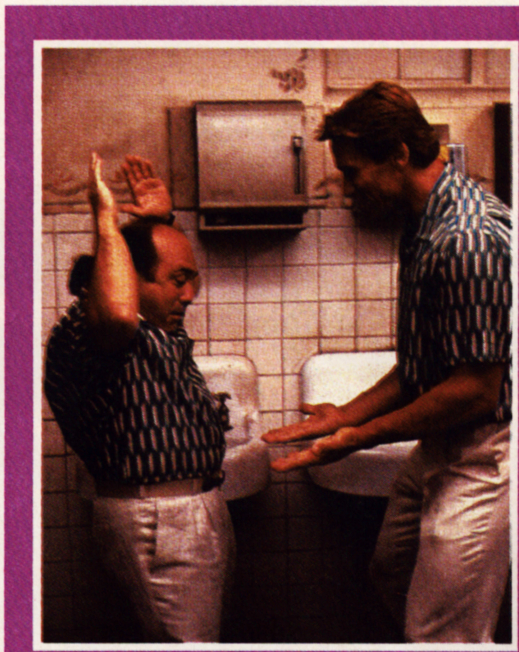
The film itself wasn't much cop (ha-ha!) but it was, erm, 'different' in one major way. As far as I'm aware, it's the only film in which Arnie gets his bum out. Whether or not that's a good thing is up to you but I thought I'd mention it anyway.

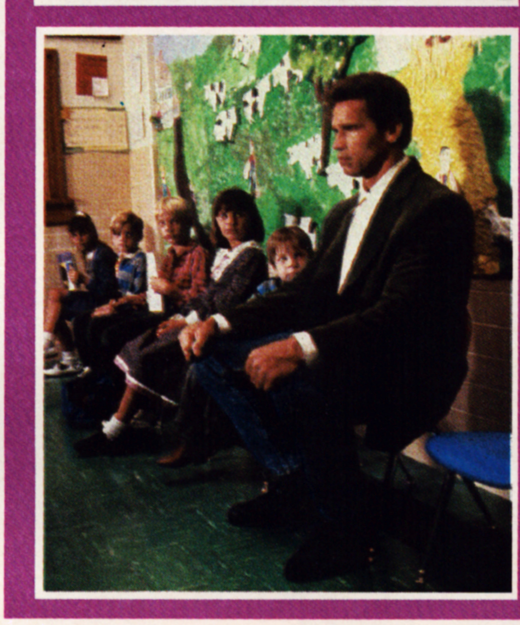
Following closely to the film (as most conversions should), the game kicks off in much the same 'nudey' way, although because it's designed in true cinematic widescreen mode (read 'no legs mode'), developers Special FX ensured that no graphic artist had to suffer touching up the Austrian's buns, a task which no artist should be put through.

There are some nice digitised shots of The Big Man between levels and the main sprite really does look like Arnie so it seems that this game isn't so much a raw deal but more like a well done deal. He does tend to lurch through the levels in a kind of drunken stupor but on likeness alone you couldn't really ask for much more apart from full-motion video. And that's just being flippant.



Likeness... 7/10





THE ONES THAT GOT AWAY

Kids, eh? Who'd have 'em? Arnie, that's who, as long as they're watching his films. It comes as no surprise that the two children-friendly movies that the usually violent tough-guy made have not been converted into computer games. But why haven't they? Confidential government documents leaked from Number 10 tell a different story. It turns out that two fictitious software houses submitted two rough drafts to the Prime Minister when they tendered for the licences to a couple of Arnie's games. They were rejected for being too crap and not at all real, but they make very interesting reading...

TWINS

Based on the notorious public convenience scene (shown above), we intend to create a gymnastic-style game where the idea is to perform a series of graceful moves within a set time limit. The events will be based around the kind of toilet-actions which we all have to go through: undoing your zip smoothly without catching anything, trying to sink the fag-end in the urinal, seeing how high up the wall you can jettison your wee, engaging in humorous conversation with a complete stranger - that sort of thing. Of course, there'll be a driving section in there which involves transporting Arnold Schwarzenegger's girlfriend to the bogs so that she can watch her loved one perform, so to speak.

KINDERGARTEN COP

We propose to completely break the mould of computer gaming with this one. We intend to make a brilliant puzzle game in which you indirectly control all the kids as you guide them through a number of increasingly difficult classrooms.

All the pupils will have their own personalities and abilities which can be selected by clicking on various icons. But the clever twist is this - all the little kiddy-widdies will make their way to the exit on their own and there will be hazzards in their way which you have to force them to avoid.

We expect to have lots of samples like "Let's go!" and "Geronimo!" which should add to the atmosphere and there's always the possibility of doing additonal levels under the name of Oh No! More Kindergarten Cop!

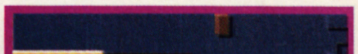
TOTAL RECALL

This Arnie extravaganza was as confusing as that Dallas sub-plot when they brought back Patrick 'I can only work in American Soaps' Duffy by inventing weird dream sequences and chucking any realistic content firmly out of the window. One minute Arnold's caught in a drug-induced dream world, the next everyone's trying to kill him. Who knows what's going on? Certainly not me, who just sat back and lapped up the over-the-top violence.

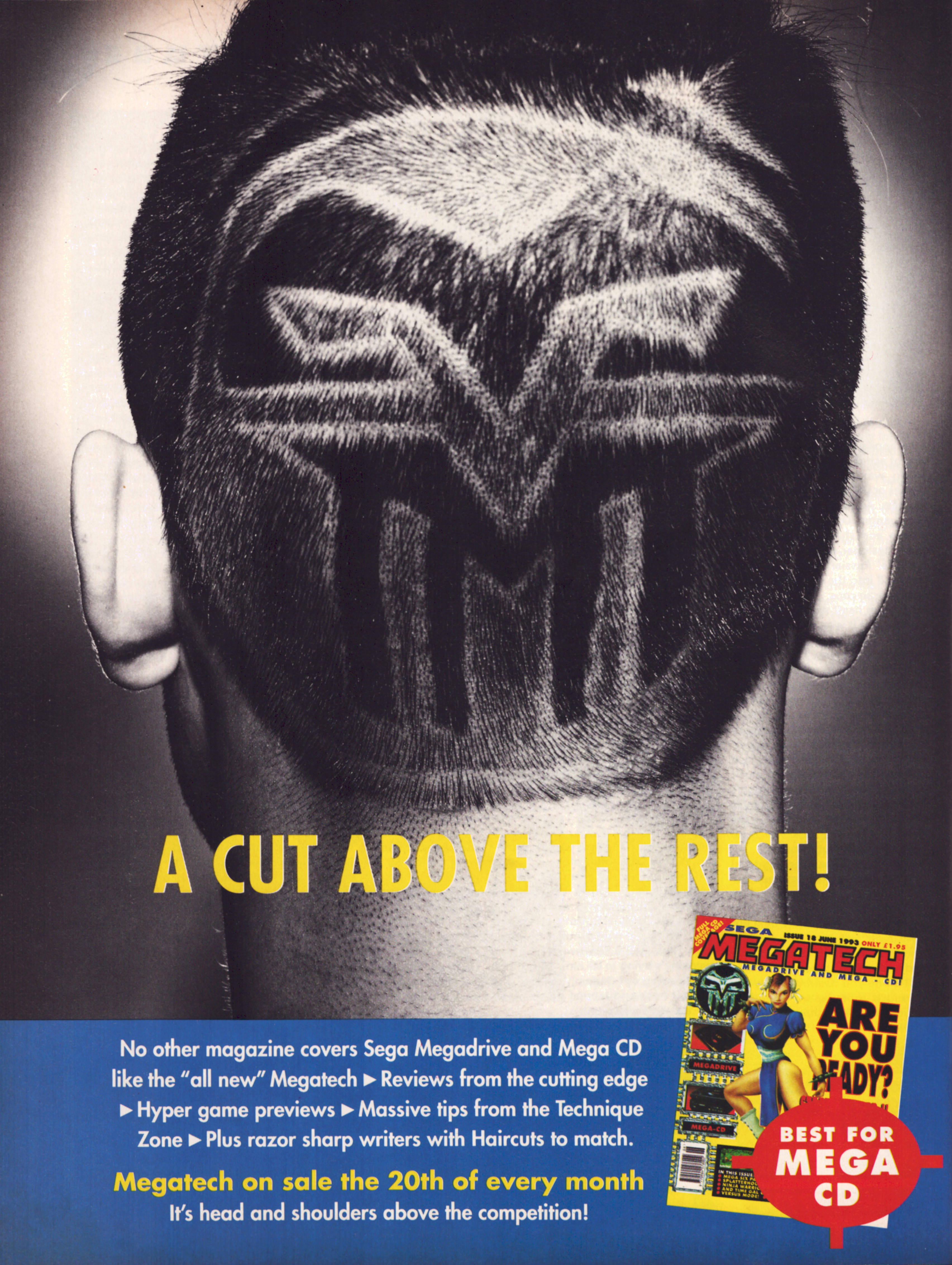
Opinion is divided over the film as a whole. Some found it hard to get their head round the story, others were put off by the clichéd Hollywood ending and Doctor Who props and locations.

The game, though, was less of a problem. After the phenomenal success of their Batman licence, Ocean decided to stick with what they knew and pump out a by-now-standard multi-level affair with - yes! - driving bits in it. As a result, many gave it a decidedly average thumbs level.

As for the sprite, well, it sort of is Arnie but it doesn't really look like him, does it? You can't help thinking that had Arnie commissioned these graphics as a portrait of himself then the artist would have been severely reprimanded or even had his ear cut off. There is a mild resemblance but that's only because you know who it's meant to be and if Arnold had committed some sort of heinous crime then this is probably the picture he'd like to be shown on Crimewatch.



Likeness... 5/10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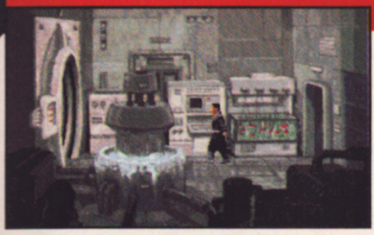
CAUTION!

Try as he might, Brian couldn't bring himself to tell Doris about the changes he was going through. She could see that something was wrong, but every time she tried to talk to him he turned away. Then one day she returned home from work early to find him in bed. Yes, in bed with a magazine. "I can't hide it any more" he said to her, tears welling in his eyes, "I'm in love with this month's Work In Progress". And who can blame him?

WORK IN PROGRESS

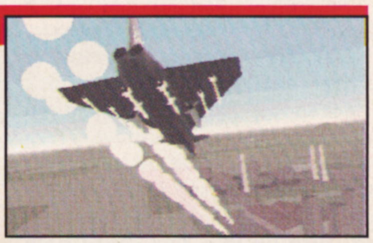


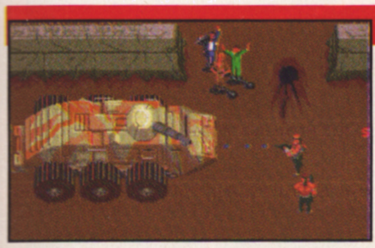
BENEATH THE STEEL SKY 32

You want a graphic adventure? You got it. You want Blade Runner-like atmosphere? You got it. You want Dave Gibbons sex-like graphics? You got it. You want a flame-grilled quarter pounder the way you like it? Sod off elseware. But before you go, travel with Simon Byron to have a quick look over Revolution Software's latest hot project.

TFX 36

David Upchurch gets a dose of cockpit cramp as he squeezes into the latest project from DID. TFX is a quite literally super-realistic, texture-mapped, bloody-hell, fighter pilot sim thing that'll get you foaming. Get your brain ready for a 3D onslaught and take off.



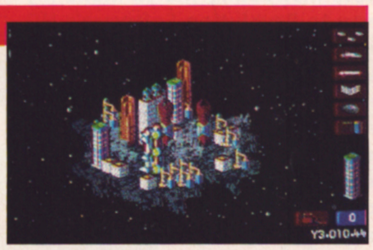


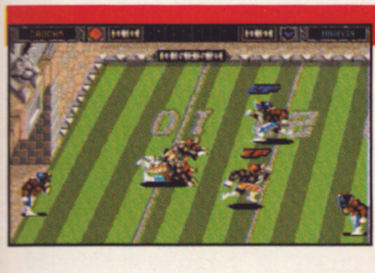
TOTAL CARNAGE 38

Simon Byron gets his metal codpiece on and prepares to wade through hundreds of nasty thugs, all of whom are waiting to puncture his brain. No, he's not going to a Bournemouth disco but taking a gander at ICE's official conversion of the gratuitously violent Bally/Midway arcade hit.

UTOPIA 2 40

Nothing lasts forever, but fortunately Gremlin have given you a second chance to create the perfect world with Utopia 2. Simon Byron looks down from above, points his finger on that appointed place and immediately screws everything up nice and proper.

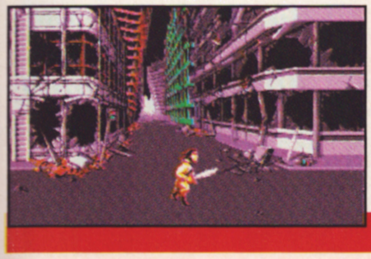




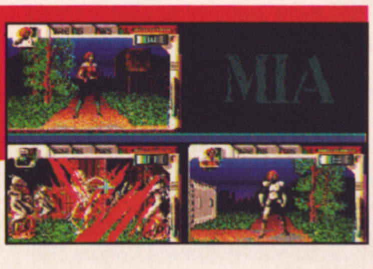
BRUTAL SPORTS FOOTBALL 42

Take one large bowl. Add a big piece of American Football, a lump of Speedball 2 and mix in a number of nasty, well-hard monsters. Mix until resembling fine breadcrumbs and then bung it in a box. Voila! Millennium's latest bone-crunching offering. David Upchurch gets his shoulder-pads on.

DIGGERS
TENSAI
MEAN ARENAS
HIRED GUNS 44



"The sun always shines on TV". That's what the A-ha lads said, and how right they were. It's almost as if Morton himself had looked down and blessed us with some very-exciting-indeed-I-can-tell-you mini WIP's. Wear you socks on the outside of your jeans and let Big Matt and Sexy Simon take you there.



UP THE

Last week I received a phonecall from a strange voice instructing me to rendezvous at Hull railway station the very next morning. No problem, I said, and set off home to get a good night's kip. But that night Mr Irritating Cough set up base in the back of my throat, forcing me to splutter half my lungs across my bedroom and ensuring that I couldn't have slept less if I'd stayed awake.

It turns out that there's no direct train to Hull so I had to change at Doncaster and wait thirty minutes for a connection which would dutifully whisk me towards the strange voice. Seizing the chance to purchase some extortionate sarnies, I headed for the Quick Snack food emporium which was filled with screaming kids attempting to gain some enjoyment from a Final Lap 2 machine running on demo mode.

Obviously one for supplying cheap arcade machines, Quick Snack's racer proudly displayed the fact that 'Up to one players can race each other simultaneously'. Remarking to myself that that's the sort of place where VR machines will turn up in a few year's time with only one helmet between two, I popped back to the platform and waited. And waited.

Upon arrival at Hull I received a note instructing me to make my way to Revolution Software's HQ where Charles Cecil, Revolution's MD, shook my hand firmly and expressed his pleasure at me surviving the hazardous journey. After making sure that I hadn't been followed, Charles removed a bunch of keys from his pocket and unlocked an internal door.

Then it hit me. No, not the door or the keys but a certain wave of emotion. Everyone at Revolution seemed to be genuinely enthusiastic and confident and even I began to feel quite good about life. They must have something pretty smart under their sleeves, I muttered.

How wrong I was. Pretty smart doesn't even begin to describe the sheer excellence of Beneath The Steel Sky, Revolution's second graphic adventure. After the incredibly successful Lure Of The Temptress, Charles and his team sat down to reevaluate the Virtual Theatre game engine which formed the roots of their revolutionary graphic adventure.

They overhauled the interface, having decided that every object the game contained almost always had one relevant verb attached to it (i.e. in the case of a door, for example, you were only really interested in opening or closing it and any fiddling around with an unlock command became frustrating) and made a system which was so user friendly even computer-illiterate adults could get to grips with it. To unlock the door you should just have to click on a bolt and then the door - and that's the way they've made it.

Add to that the harder, Cyberpunk-style graphics initially sketched by Dave Gibbons and some impressive animations and brilliant plotlines and you can see that maybe, just

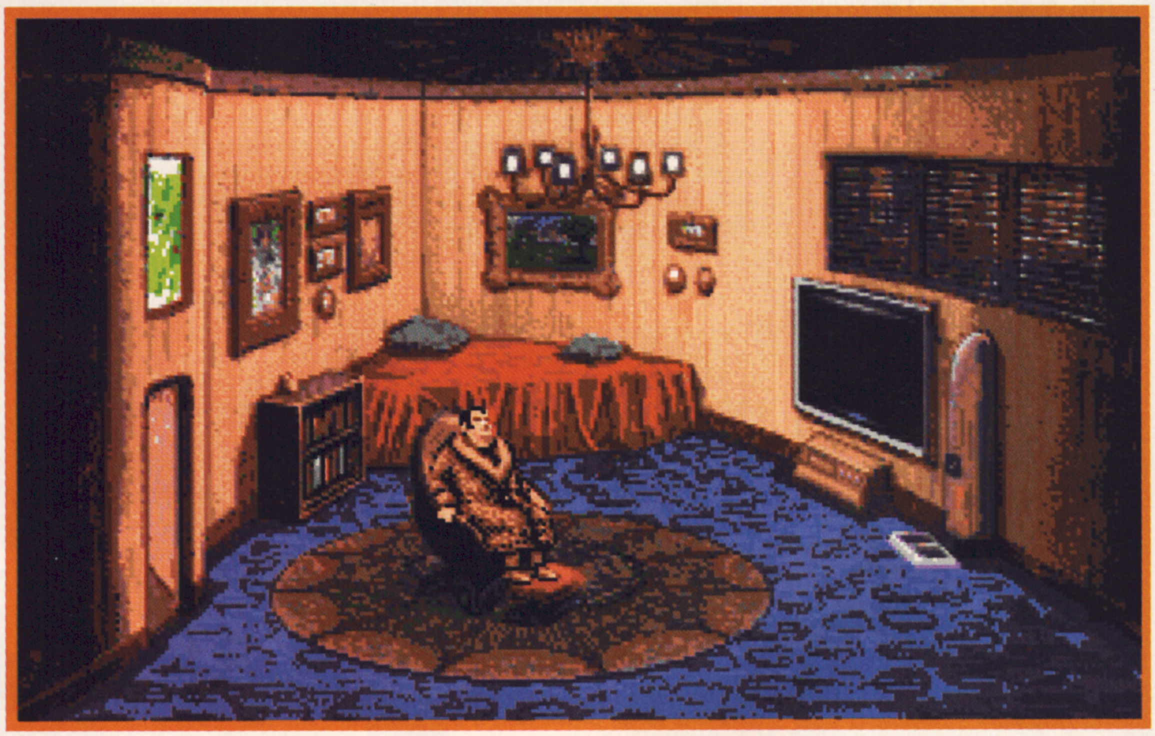
PROJECT: Beneth The Steel Sky

PUBLISHER: Virgin Games

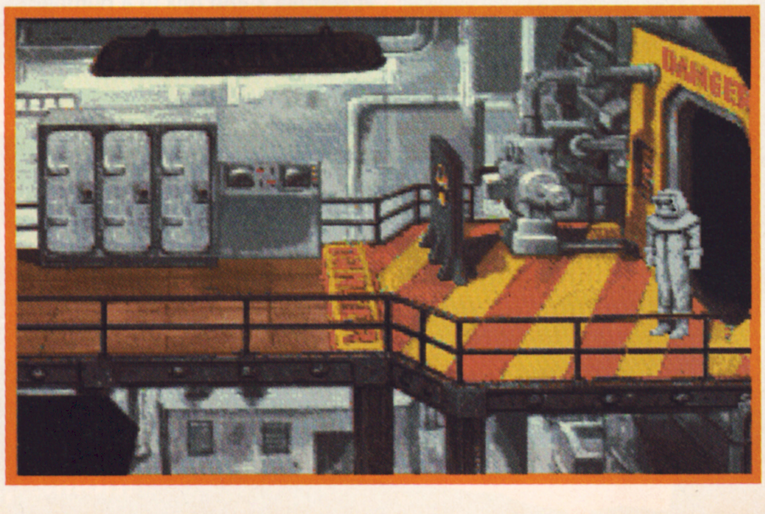
DEVELOPER: Revolution Software: Charles Cecil, Dave Cummings (Design); Adam Tween, Steve Ince (Screen Animations); Steve Oades, Paul Humphreys (Sprite Animations); Tony Warriner, David Sykes, Jim Long (Programming); Dave Gibbons (Screen/Additional Sprite and Game Design).

INITIATED: April 1992

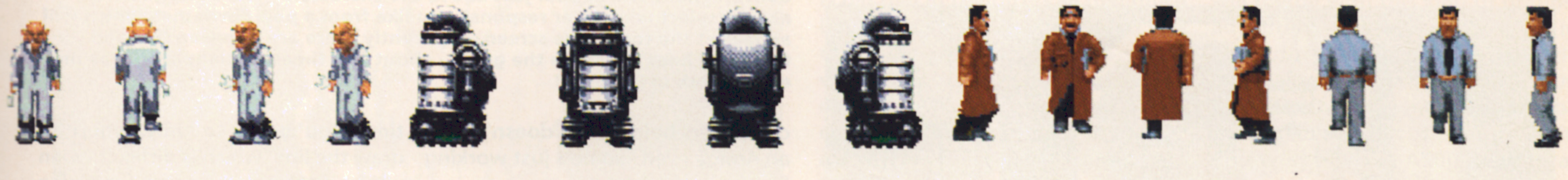
RELEASE: September 1993



(Above) There's a strong element of humour contained in the game, most of which come from your sidekick robot pal Joey. But this bloke here is so mean that it's laughable. If you remark on how nice his tasteless coat looks he'll tell you exactly how it was made - from beavers' skin. And what's worse is that he's proud of the fact they were the last ten in existence!



Another impressive feature of the game is the sheer range of animations. In one scene, Foster has to change into a protective radiation suit but rather than taking the Monkey Island easy way out and disappearing behind a tree or something, our hero actually removes his clothes on-screen, revealing a rather tasteless 'sweater' beneath.



REVOLUTION

Hull wouldn't seem to be the ideal place to set up a band of crack-pot coders who are keen to blow every major graphic adventure producer out of the picture but, as Simon Byron finds out, it looks like Revolution Software are the nuclear weapons of the software industry.

maybe, Beneath The Steel Sky will finally bring the Adventure Trophy back across the waters to England where it belongs.

You play Foster, an orphan who's survived a disastrous helicopter crash and been adopted by a community living in a harsh and desolate place known simply as the Gap. Many years later, a group of combat soldiers turn up and demand that you travel back with them to the futuristic city from whence he came, their reasons not revealed at first. So back you trot to a hostile metropolis where many adventures await.

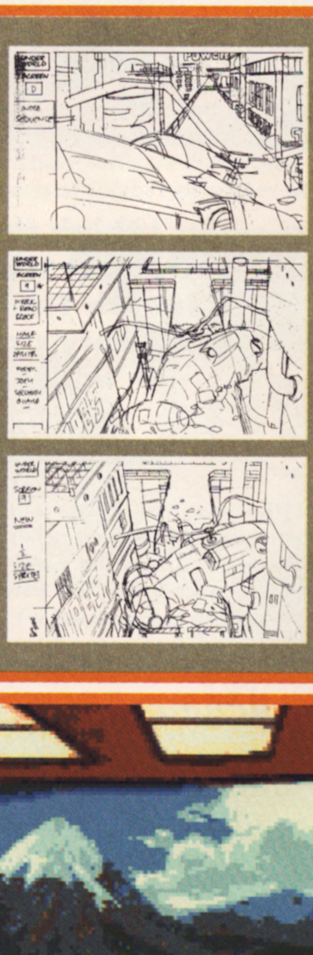
This background information is detailed in a superb comic, conceived by The One's occasional cover artist Dave Gibbons and continued in the game's animated intro. If you look at the panel plonked conveniently at the top of the page you can see that Sky, as we'll call it, has a huge team of dedicated programmers, artists and designers who really believe in what they're doing.

Let's chat to Adam Tween, one of the graphic artists beavering away on the game's unique visuals. As is usual with graphic adventures these days the backgrounds are hand-painted and then scanned in, but Sky's locations required more thought and work than most, as Adam explains: "The in-game screens were originally sketched by Dave Gibbons and faxed to us so that we could go over them and ensure that the technical constraints were being satisfied. The finalised screens were then painted and transferred into the computer.

It's not been a short process. There are roughly 80 locations contained in the game and each one has to go through lengthy transformations before they reach the stage you see dotted around these pages. "The artwork has been coming in since about October time. It takes about a day to paint each one," claims Adam.

On top of all the static screens there are hundreds of animations which enhance the feeling of reality. Lights will flash, machinery will cycle through whatever operation it's currently performing and even the doors open incredibly smoothly. "We've had to leave out a few of the animations from the Amiga version," explains Adam. "If all Amiga owners had a hard drive then they would get the works but, sadly, they won't. It's a shame we can't compromise for the hard drive owners - we're writing the game primarily for floppies."

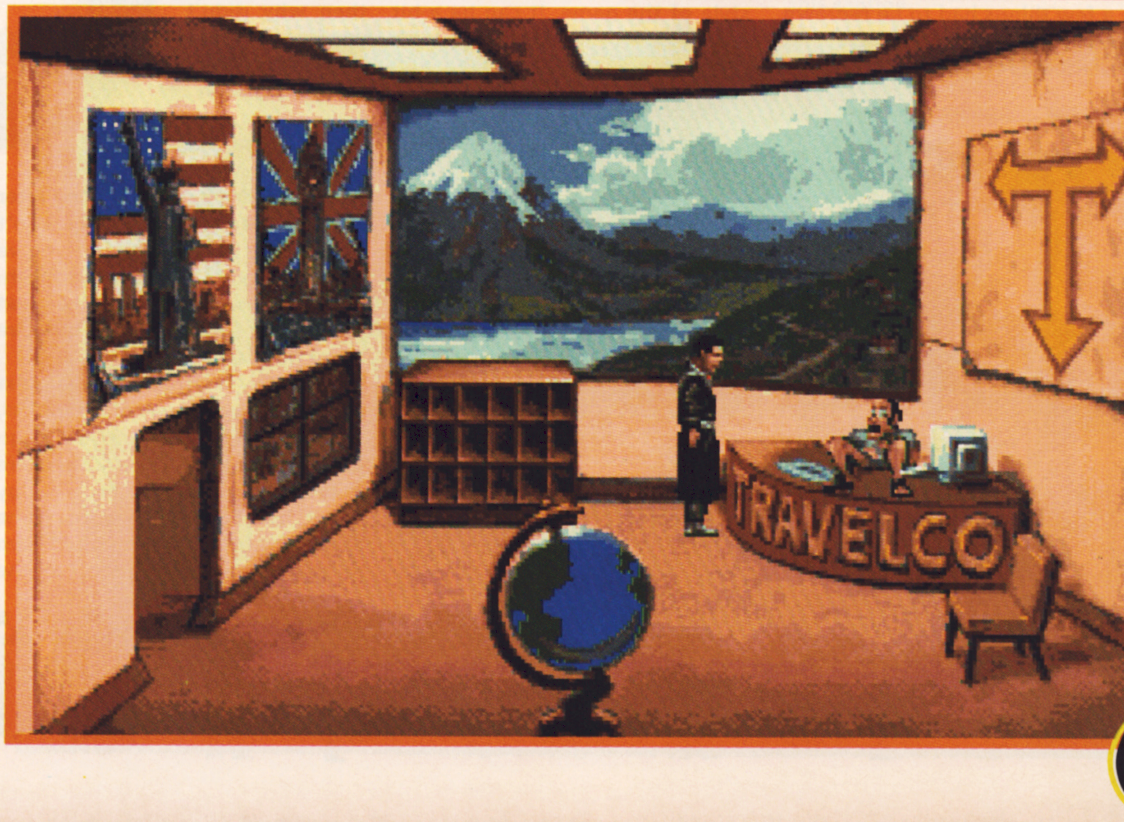
One of the things which keeps reoccurring when you chat to any of the Revolution guys is the fact that



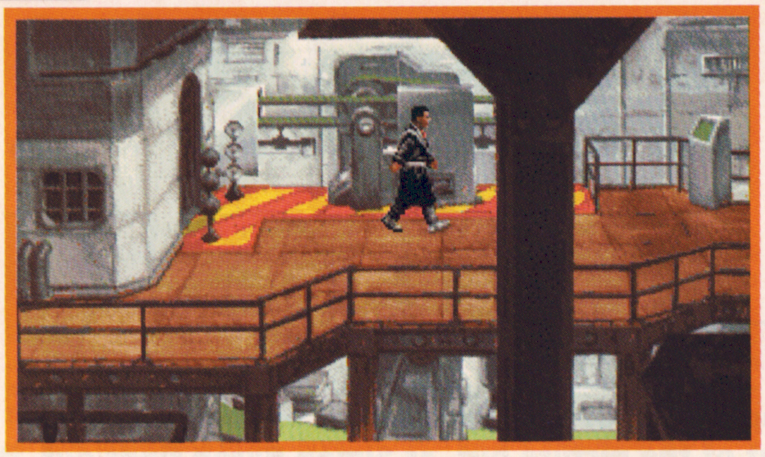
NO EXPENSE SPARED

Revolution like to think that everything in Beneath The Steel Sky is perfect right down to the last detail. For an example of this, take a look at one of the original sketches (top) for the animated intro depicting a helicopter crash. During the game Foster has to revisit this location and the middle picture was the first sketch for this scene which was duly fully drawn and painted and was just about to be digitised when some bright spark pointed out that the back of the helicopter was at a slightly different angle than the intro suggested.

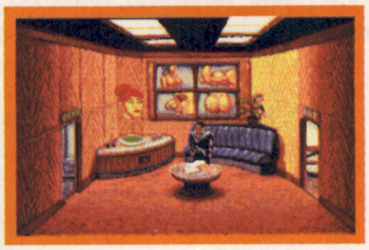
So it was quite literally back to the drawing board for the artists who eventually came back with the picture you see on the bottom. Now, far be it from us to complain, but isn't that going over the top a little? Who on earth would have noticed? Still, if the game is perfected to this degree then watch out Guybrush - your days are numbered.



Puzzles are what it's all about and Charles and his gang are keen not to employ daft tenuous links à la Monkey Island (that bit where you had to collect the key by using the compass? - plain ridiculous!) so everything in Beneath The Steel Sky will be consistent and logical.



Conversations will appear just above the characters' heads and you'll be able to select whichever response you like from a pop-down men which will appear at the top of the screen. Apparently there are between five and six thousand lines of text in the game - about five times as many words as this entire Work In Progress!



For an idea of the size of the adventure, take a look at the second section of the game. It contains more graphics and data than the whole of Lure Of The Temptress put together and when you consider that there are six sections in all (with at least two others the size of the second) then you can see that this isn't a game you'll be completing in a hurry.

> **“I think that what we've got at the moment with Beneath The Steel Sky is something very close to the standard which we're after.”**
>
> **Adam Tween, Beneath The Steel Sky's Graphic Artist.**

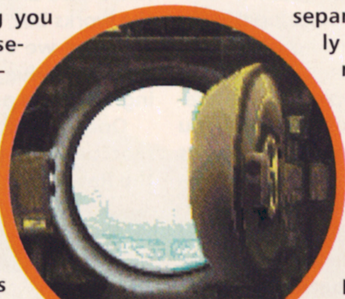
everything in Sky is implemented better than you've ever seen it before. Okay, so we hear this kind of thing all the time but every time Revolution raise this point leaves you feeling that perhaps LucusArts and all the rest cut corners when they were writing their games. Small things like doors swinging open instead of just opening like they do in most games may not sound like much but when you see it in action the effect is outstanding.

This hasn't been easy, though. Some of the artists who translated Dave Gibbons's sketches into full-size colour artwork didn't realise certain restrictions which should be considered when working with computers so a few things had to be redrawn.

Adam admits that some scenes presented a few problems. “At first Les [the artist] took things to heart when we explained that we didn't really want the backgrounds to have too much detail. Not only do they not scan in as well but we prefer to leave some things a bit vague which fits in with the overall visual style of the game. It can be a bit hard to co-ordinate things with someone who's never worked with computers before - Les doesn't have an Amiga even - so he's just working from what we say.”

But now all the locations are in the computer and, with the exception of a couple of things, the visuals are pretty much finished. As you'd expect from a bunch of perfectionists, they're happy with the almost-final results.

“Everything has to be exactly how we want it. It's funny because two guys from Westwood came over and looked at a couple of screens which they said were brilliant. They couldn't believe it when we said we were in the process of changing them. The Americans are really big on digitised graphics; they like things that look like they've been done in a back room or something. They've got this Wayne's World-type obsession with anything you can do in your basement: if it looks digitised, then great, if it looks like you've digitised it and touched it up then why didn't you just draw it in the first place?



“The reason is because we want to have the best of both worlds. We want to make a game which will still look good after a year's play. You probably won't want to go back to it after you've finished it but not everybody finishes a game straight away. I'm a great fan of the Ultima games but I've never finished one.”

With Sky improving in almost every conceivable way of Temptress, what does Adam think of the original Virtual Theatre game? “There are a few things we weren't happy about, but the problem with a game like Temptress is that you could keep on adding and adding stuff all the time. You've got to know where to draw the line, which is difficult when you're working on a game for such a long period of time.

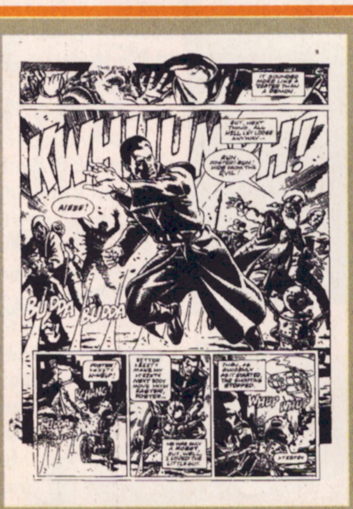
“To improve Temptress we would have had to have started it again to get in anywhere near the level of quality that we were aspiring to. I think that what we've got at the moment with Beneath The Steel Sky is something very close to the standard which we're after.”

And what about an A1200 version? How will that differ to the standard adventure? “There will definitely be an A1200 version with 256 colours which will probably come out a little bit later than the standard version. We might also be able to put a few more of the larger animations in which may be taken out of the A500 version.”

One thing which is odd about the way that Revolution work is that everyone is split into their own little rooms so a short trek was in order to find Tony Warriner, one of the three programmers who are pulling the game together. He was keen to point out the new conversation system which works differently to Lure Of The Temptress. It involves Dave Cummings (who sits in a completely separate room) writing the script separately into a specially written programming, enabling him to create far more involved, detailed conversations than was previously possible.

Isn't it difficult with so many people working almost completely separately?

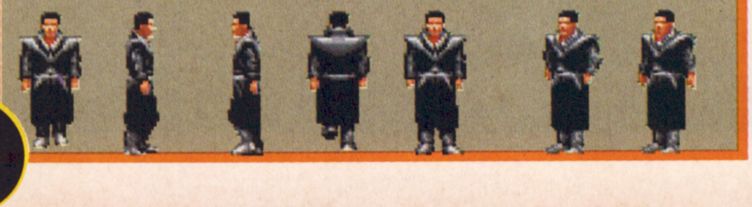
“No, it's easier like this because to create a game which is as good as this any other way would involve even more work. There can occasionally be some complications when certain conversations become quite complex, like when you have a chat with Joey and he wanders off to do something for you as a result of what you've said, so Dave and I often have to sit down and work out where my bits of code should merge with the ones he's written. This is something we're currently looking at, so in future it will all be much more flexible and easier to implement.

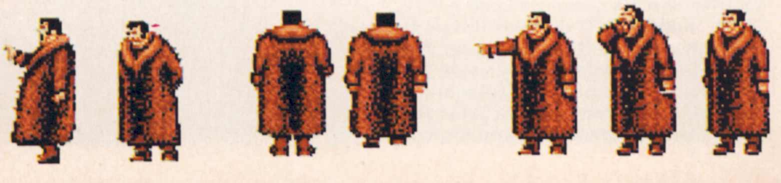

IT SOUNDED MORE LIKE A FOSTER THAN A DEMON.
BUT, NEXT THING, ALL HELL LET LOOSE ANYWAY...
RUN, FOSTER! RUN, HIDE FROM THE EVIL!
AIEEE!
BUDDA BUDDA
WHUP WHUP

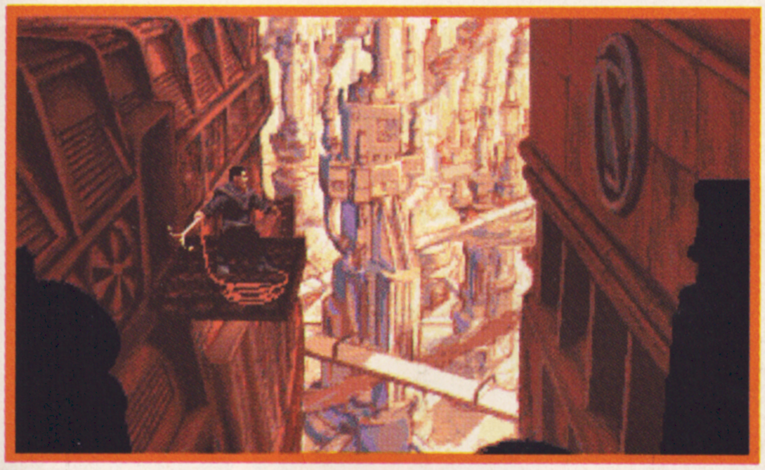
COMIC GENIUS

Here's a page from Dave Gibbons's superb mini comic which will come free with every copy of Beneath The Steel Sky. He was given pretty much a free range with regards to the background story but Charles was consulted on a number of occasions to ensure that everything was consistent and that the comic didn't give too much away.

One of the things the mini-graphic novel does show is how the hero Foster got his name, but you'll have to wait and find out for yourselves because I'm not likely to spill the beans. Oh no.







(Above) He may not have a hat but Foster has a lot else in common with a certain Indy character. Here we see him about to swing between two towering buildings with not a care in the world.

"I wouldn't say that our game is the only one running a separate conversation editor. I suspect that LucusArts use a similar system although I reckon it isn't as sophisticated as ours. The Americans tend to use a system which covers the whole thing - quite considerably limiting what they can do. We're very careful not to create a system which acts very much like theirs, i.e. virtually a games creator like SEUCK, because you can become lazy with something like that.

"What's odd about the way we work is that there are levels of the game which I haven't even seen yet because someone else is working on them. What I want to do is bring people closer so that the graphic artist can actually be working more on the linking of the program together and have time to sit down and get things perfect."

How does the version of Virtual Theatre differ to the one which drove Temptress? "In Temptress the system controlled everything, specific routines to do a door, that sort of thing. We had a door routine, for example, so if there was a door on-screen then you'd call up this routine to handle it. That meant that every door looked the same and acted the same so if you wanted a door which was in some way different to the last one then it was a real problem. This system is the exact opposite. It's object orientated so that the logic for the door is held by the door itself, which means that there's no distinction between a 'proper' object like a key and a door. So now the system pretty much allows us to do anything we want to."

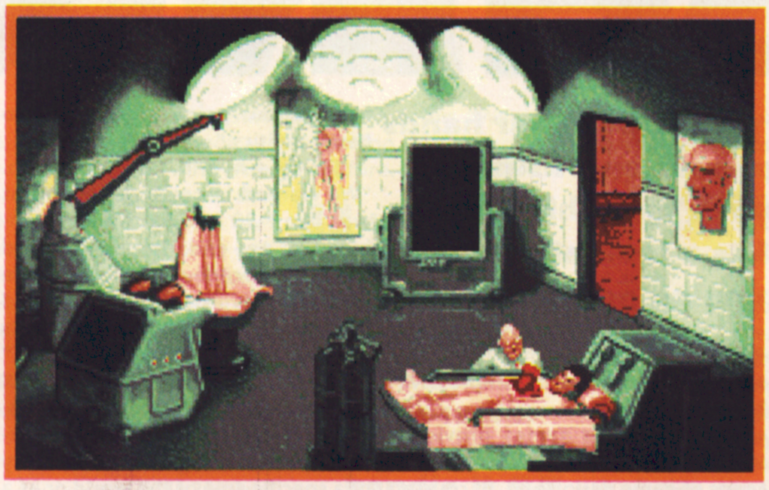
There are plenty of people to meet and greet in the game so you'll never feel alone. Do they still wander around and chat to each other like they did in Temptress? "It never really did that in Temptress all that much because it was too hard to do. It was there, we could do it, but because we were writing at assembly level we couldn't really do it that much. However, I don't think that we're that far away from creating a miniaturised world where people wander about and interact fully with each other. We're heading very rapidly towards that. The problem is putting all sorts of other variables in there like people getting randomly distracted by something or their attention wandering off or walking past a pub and deciding to go in there because they fancy a beer. If we can do all this sort of stuff - and I'm pretty sure we can - then it will put us so far ahead of what everyone else is doing."

Does Revolution really want to topple LucusArts from their might perch? "We do - we want total world domination! We want to see ourselves as the MicroSoft of games. I reckon that in a year or so's time we'll have software that includes all aspects of Origin-type games which will merge with this kind of graphic adventure. The Amiga will figure in our future because it's constantly improving and when the A1200 becomes the base machine we'll be able to do all sorts of things with it. You won't get an A500 running at 8Mhz doing complex AI routines, not a chance."

I've almost run out of space and there's so many things we haven't talked about. There is just time to ask Charles whether, after all this time, he's nervous about the public's reaction to Beneath The Steel Sky. "It is a worry. The good games will get well reviewed, the bad games will get slagged. It's the in-between games which worry me. Some magazines may really love it, others hate it, and we'd like to think that we're going to release one of the top games and that people are generally going to like it. We've put so much time and effort into Sky that it's very difficult not to take it personally."

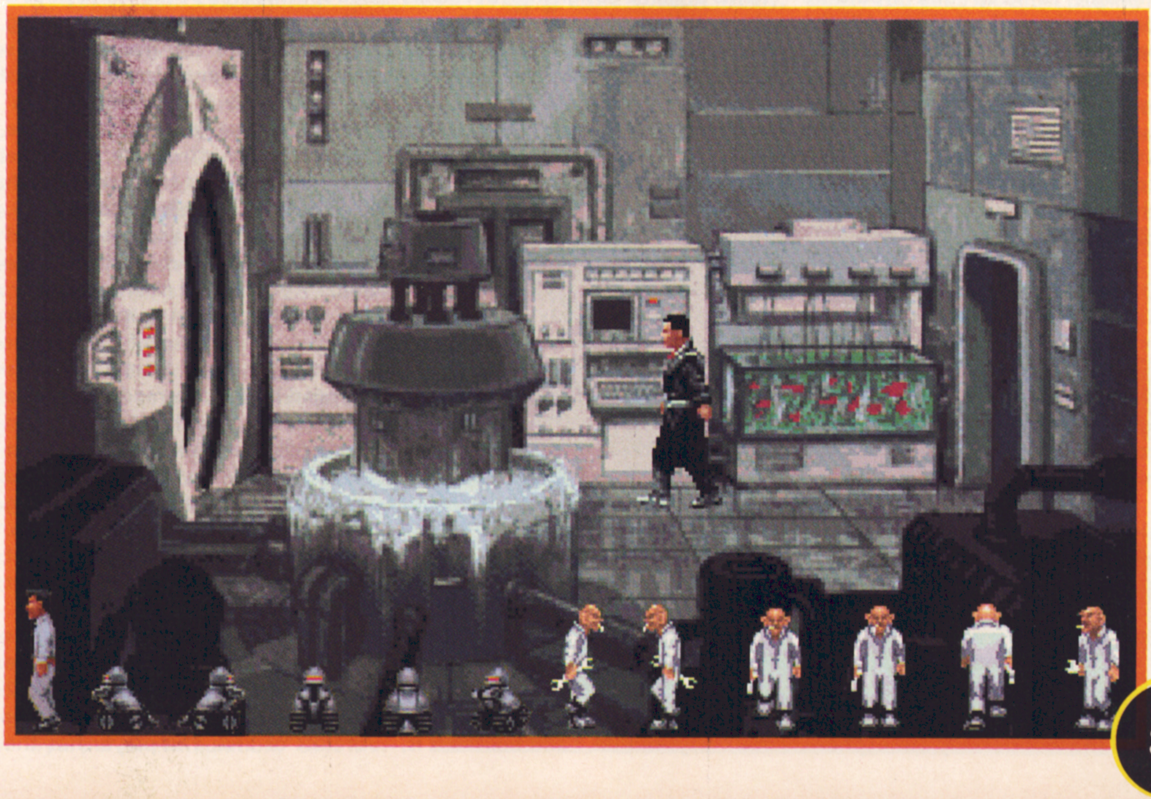
Well, Charles, I reckon you've got no worries whatsoever.

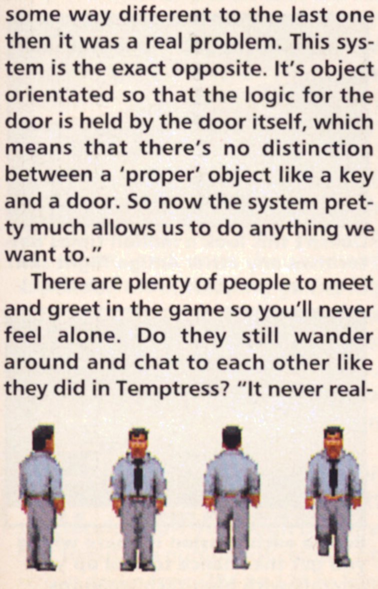
(Below) One of the oddest part of the game centres around this doctor geezer who's in the organ-selling business. But which part of your body are you willing to trade?



(Above) The Revolution guys are keen to be seen as the family-type so none of the fight scenes in the game will contain headbuts. Thank goodness someone has morals these days.

(Below) "It looks like a power station or a huge washing machine," spouted Jenny whilst I was typing this caption.





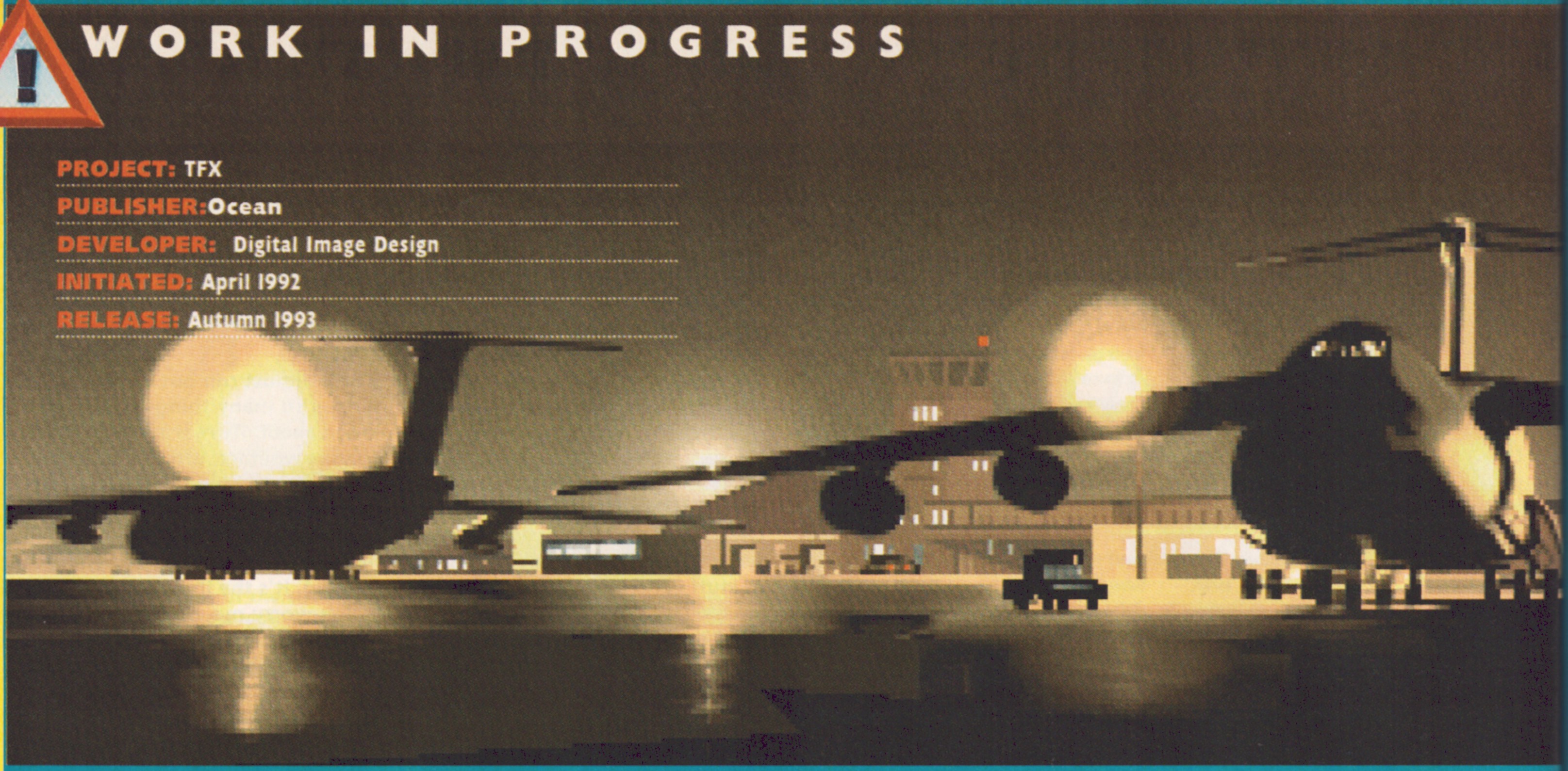
PROJECT: TFX

PUBLISHER: Ocean

DEVELOPER: Digital Image Design

INITIATED: April 1992

RELEASE: Autumn 1993



PUSHING TH

Ladies and gentlemen, please put your hands together for the next generation of Amiga flight sims. David Upchurch picks his jaw up from the floor as he takes a look at the work done so far on DID's stunning new creation.

There are some superb flight sims on the Amiga. Why, only in the last few months we've had the excellent Combat Air Patrol and the worthy A320 Airbus, enough to keep any would-be Amiga air cadet happy. All the same, it's hard not to get a little envious of those PC-owning types with their Gouraud-shaded, texture-mapped extravaganzas like Strike Commander. "Oh, you couldn't possibly do anything like that on the Amiga," the smug PC gits will inform you.

Try telling that to Digital Image Design. Their next game, TFX (or Tactical Fighter Experiment to give it its full name), is a massive leap forward in terms of Amiga flight sims, boasting all the bells and whistles you'd only normally expect to find on a sim designed for a high-spec PC.

Although DID are generally considered synonymous with 3D flight sims, TFX is actually just the team's second foray into the murky world of HUDs, heat-seekers and flaps - the first was the well-received F-29 Retaliator. Since then they've established themselves as one of the top 3D developers with the wonderfully atmospheric Robocop 3 (in a cinema near you soon - at last!) and the impressive but flawed Epic.

Each of those games provided valuable experience for DID both in terms of game design and, of course, the creation of super-fast 3D routines. "F-29 was our first 3D engine. It was effectively rewritten for Robocop 3 and even more so for Epic," explains Martin Kenwright, DID's MD. "In TFX we're on our fourth generation code."

The downside of this evolution is that it's not longer possible for DID to do what they want to do on the basic Amiga and so TFX will only be available for A1200s and above. "Without a total rewrite it wouldn't be possible to do TFX on the A500 - the processor simply can't handle it," sighs Martin. "We can only develop for the A1200 from now on."

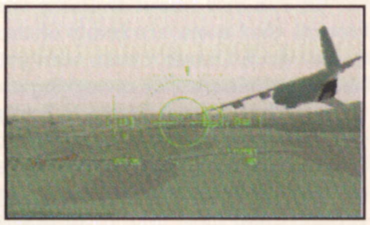
Although this is a bit of a blow for A500/600 owners, it should get A1200 owners drooling. TFX is truly a game that shows off the power of the A1200. The game is set in the near future, when the UN has set up a small but highly-equipped task force designed to deal quickly and effectively with trouble spots around the world. "We wanted it to be topical," says Martin, "and believe it is, but without going too much into heavy politics."

"TFX is a hybrid," claims Martin. "We wanted to create a game that was like F-29 and Falcon 3.0 combined, at one end ultra-realistic and the other arcade-y, all in the same game. TFX is like six games rolled into one, it's got bits of this and bits of that, all done in our own style."

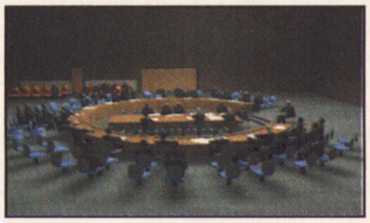
The end result of this is that TFX can be played in a number of ways, either as ten-minute arcade shoot-'em-up or as a limited tour of duty of a specific area of the world or as a full campaign, with missions sending you all around the globe. There's even Strike Commander-ish elements via what DID call a 'soap opera' option, where your missions are framed by news reports from the 'Worldwide News Network', much like the Media Briefs in Robocop 3.

"We didn't want to get involved in creating a main character for the game - you're the main character, and we didn't want to call you Jack and make you this cool UN pilot or anything," says Martin. "War's changed now, it's a media event - a bomb hasn't even hit its target and it's on telly! - and we tried to get that feeling across in the game. The whole world's going to be watching your actions and seeing how you do. If you bomb something you're not meant to bomb then you'll get kicked out quickly."

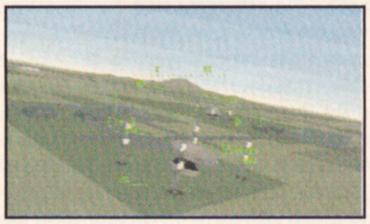
During the game the player gets to fly one of three aircraft, either the F-117c Stealth Bomber, the F-22 Superstar and the European Fighter Aircraft or EFA. The player has the



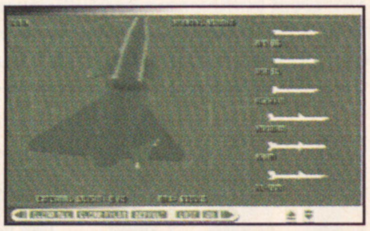
An EFA intercepts a Hercules carrier plane high over the mountains.



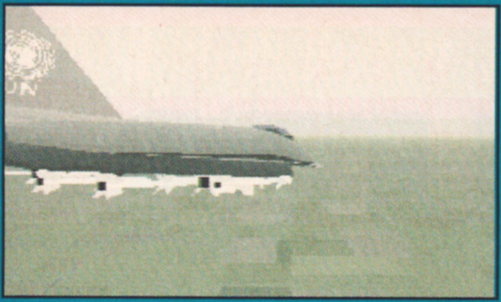
The 'soap opera' sequences are drawn in a highly-realistic style. This is the UN's conference room.

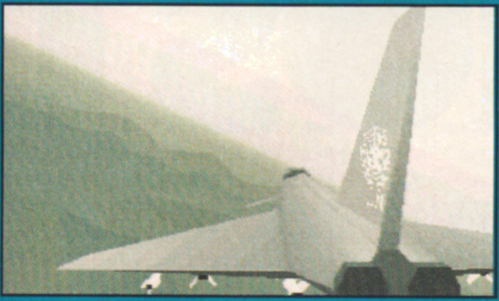


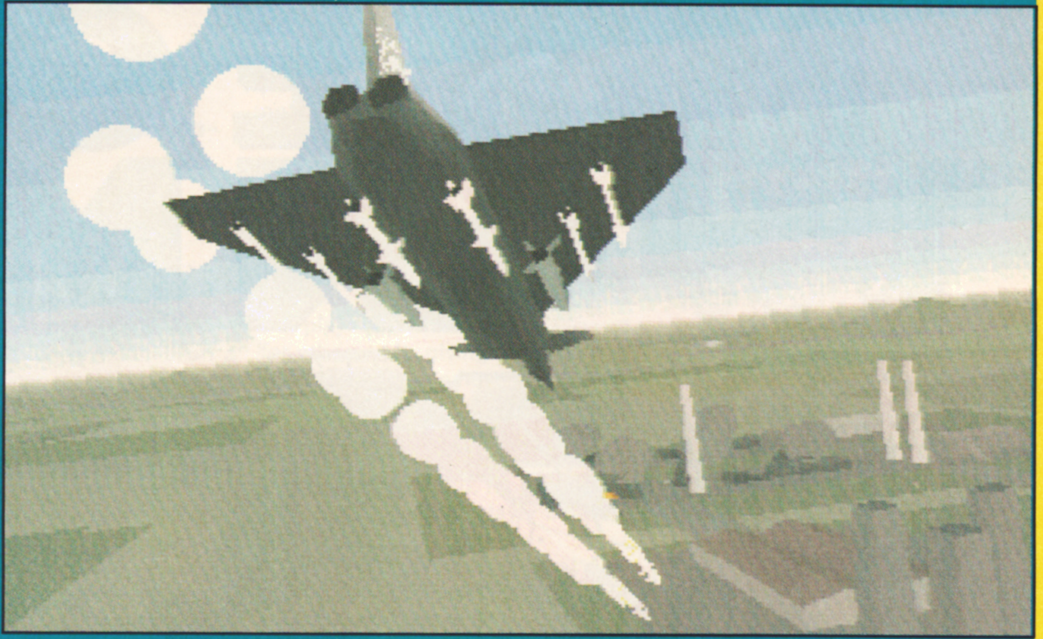
Doesn't this look a million times better than any other Amiga flight sim? (Don't answer that - it's rhetorical.)



Before each mission it's here where you get the chance to tool up your aircraft with high-tech weapons.







(Above, top and right) A selection of shots from outside the aircraft. Note the Gouraud shading on the wings and fuselage and the texture-mapped UN logo on the tail fin. Also note the incredible detail - you can see each missile!

E ENVELOPE

choice between three meticulously-researched flight models - an arcade one, a realistic one and a super-accurate military specification one - depending on how demanding and authentic they want the experience to be. “The military spec model will only be for A3000s and above because it slows down the A1200 too much,” adds Martin.

TFX is huge. DID have mapped roughly 20% of the Earth's surface to an accuracy of 1m squared, all achieved through the use of 32- and 48-bit mathematics and some top-secret data compression routines. “Every mountain is in the right place and every city is where it's supposed to be,” Martin claims proudly.

So could you fly through, say, Tripoli in TFX and then visit the real city and know your way around? “It's not that cool!” laughs Martin. “We haven't gone for the ‘Flight Sim’ approach and stuck Big Ben in the middle of a city and said ‘Right's that's London’!”

It's the research and attention to detail that's taken up a lot of the game's development time, with a lot of effort and man hours being expended on developing game, mission and combat intelligence editors to ease the game's creation. “Too much emphasis is placed on the 3D,” reckons Martin. “The engine took about a tenth of the development time of the whole game.”

To be honest, though, it's very hard to ignore the 3D because it's spectacular stuff. Although DID have had to cut the number of colours on-screen down from 256 to 128 to keep the speed up, the results are breathtaking - you've not seen anything like this on the Amiga before. Objects get hazy in the distance, logos are texture-mapped onto tail fins and the plane fuselages are Gouraud shaded to give them a smoother, more rounded look.

“We wrote a little program to see how fast we could generate polygons - little 20 pixel by 20 pixel diamonds - on the A1200,” says Martin. “What we've managed to achieve is 3-4000 polygons per second in 128-colour mode. The A500 could do about 1600 in 16-colour mode.

“It's all frame compensated, so there are areas over the ocean where it'll run at twenty frames while over the cities it'll still run as fast but the screen will update in bigger ‘jumps’. People who are familiar with the games we've done on the A500 will probably notice a 50% mark-up on speed but with ten times more detail and ten times more colours.

Gouraud shading and texture mapping are slightly more complex to do on the Amiga than on the PC, simply because the Amiga spreads the data for each pixel over several bit-planes whereas on the PC one byte relates to one pixel. “If we tried to emulate the PC's screen on Amiga the game would go at about a frame per second. We're not trying to do byte per pixel emulation,” says Martin. “We've had to ditch the normal approaches to the problem. Those areas of the 3D code had to be totally rewritten on the Amiga to take advantage of its hardware.”

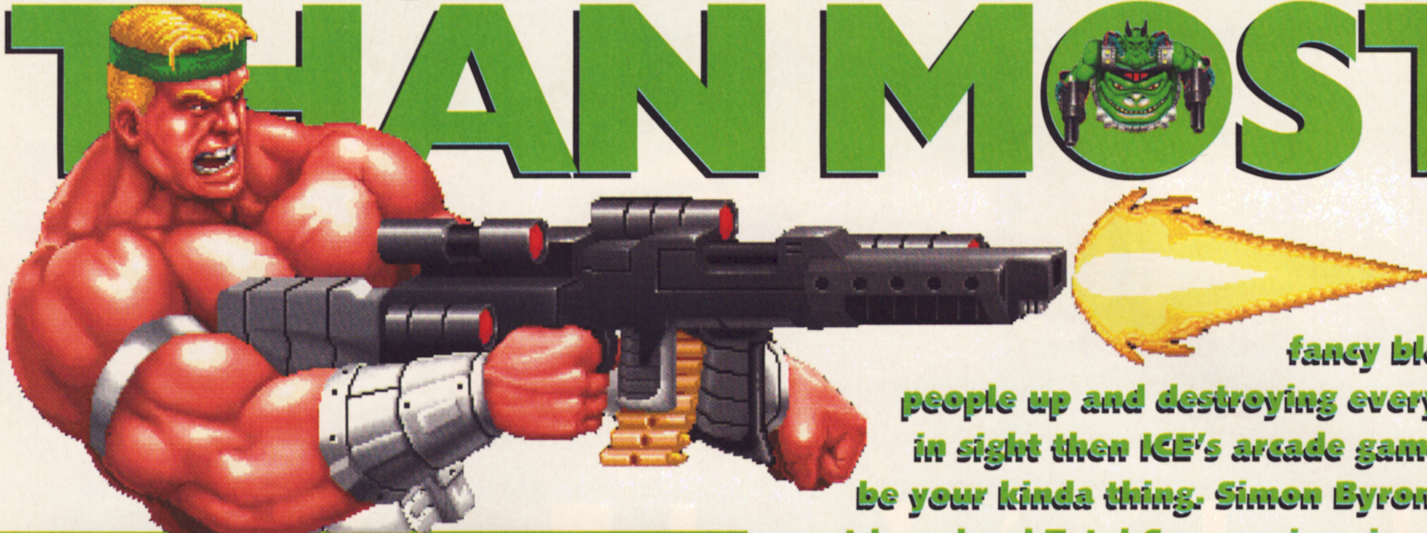
> **“Without a total rewrite it wouldn't be possible to do TFX on the A500 - the processor simply can't handle it.”**
>
> **Martin Kenwright, DID's MD.**

One of TFX's major innovations, certainly in comparison to flight sims seen on the Amiga, is the way the player can scan around the cockpit freely, rather than swapping between front, back and side views as is normal. “The new planes now have got helmet-mounted sight systems. The only thing that stays fixed in view is the HUD and everything else moves around,” explains Martin. “So we've just emulated that. I can't play a flight sim any more now that has a fixed cockpit.”

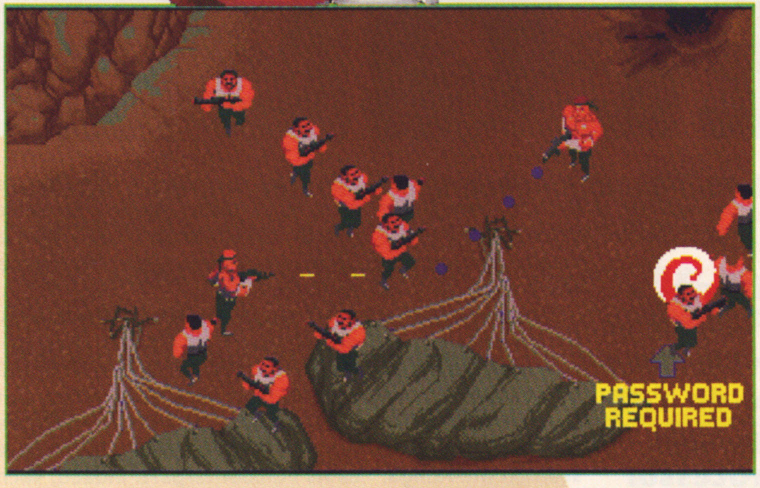
Like most flight sims these days, development of TFX has been primarily on the PC, but Martin and the DID boys have been pulling out all the stops to ensure that the Amiga version is just as impressive as its PC counterpart. Indeed, such ambitions have resulted in a sim far superior to any other currently available. “You get a bit elitist playing PC flight sims all the time, so the other day I loaded up some of the recent Amiga sims to see what they were like,” says Martin. “God, I was amazed. Ours is twenty times ahead of anybody else's.”

And he's not wrong you know...

MORE GUTS THAN MOST

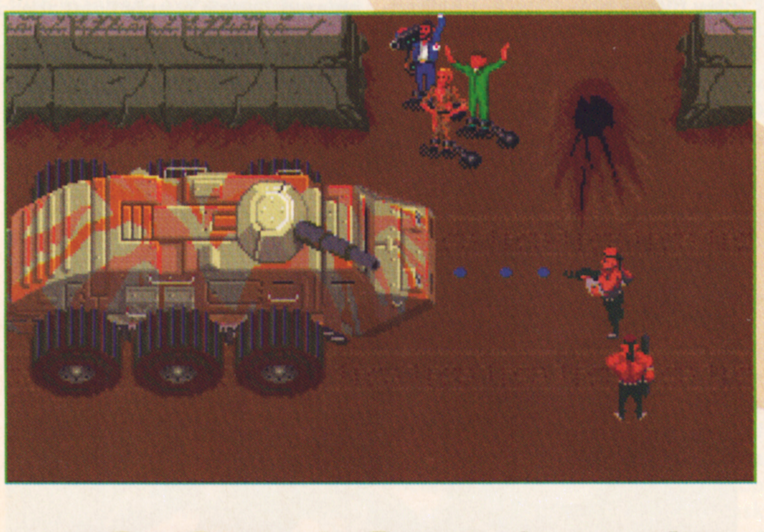


If you fancy blowing people up and destroying everything in sight then ICE's arcade game may be your kinda thing. Simon Byron finds out how hard Total Carnage is going to be.



(Above) If you are one of those people who enjoys Smash TV then you shouldn't have any problems getting to grips with Total Carnage and its violent mode of play. This may sound like a cliché but if it moves then kill it using the most destructive weapon you can lay your grubby little hands on.

(Below) Americans - don't you just love them? We've all heard the stories of wives filming their husbands having heart attacks just so they can send the film off to one of those You've Been Framed kind of shows. Well, the arcade's orginal designers noticed this and included almost the very same thing in the game.



Oh dear. With computer game violence featuring heavily in today's clueless tabloids (how long until we see headlines like "Nintendo Killed My Son By Ripping His Intestines From His Quivering Torso And Performing Satanic Rituals Around His Body"?), it seems as if the Americans have gone completely the other way by introducing greater amounts of death into their arcade machines. Indeed, Total Carnage's press release describes it as having "more gut-wrenching action than any other quarter muncher out there!" Just the sort of thing to placate concerned grannies, wouldn't you say?

The game is set in 1999, after the 'war' has officially ended. Reporters and other civilians are still missing in the Kookistan desert warzone and the Doomsday Squad, consisting of Captain Carnage and Major Mayhem, have been sent in to investigate. Unfortunately, an evil dictator has created hoards of mutant life forms to protect his territory. A lot of violence is in order.

The arcade machine basically took the Smash TV game-engine, complete with the two-joysticks-per-player control mode, and added more graphics, more sound effects and a sprinkling of scrolling to create a harder and more engrossing game than ever before. Gamers were captivated by its sheer violence. It was, as they say in the biz, huge.

Programmers Simon Fox and Keith Weatherly are handling the conversion and they are also great fans of the arcade game. At first they were a little concerned about how they were going to translate the game in all its glory to the Amiga. "We actually spent quite a lot of money on Total Carnage at the arcades so we were great fans to begin with. Our first thoughts were 'Wow, this is wonderful' then '[Censored], how can it be done?'" reveals Simon. "We wanted to make sure that the final game was good fun to play and not like yet another coin-op conversion that we've wasted our money on in the past."

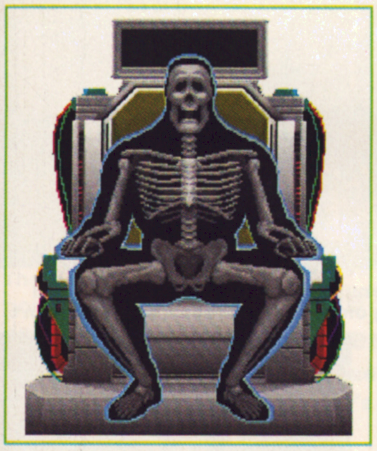
We've always said that you can tell a good game by whether or not we'd play it after office hours and it seems as if ICE agree, as Keith chips in: "We have a great number of coin-ops in the office and Total Carnage is the one that everyone goes back to time and time again. Everyone seems to enjoy it regardless of their taste in games. Fortunately, we now know the codes so we can progress through the levels quickly because in the early days of development we used to spend hours enjoying ourselves and creating mayhem, and probably spending too long playing and not enough time coding. I think that love of the game comes through on the Amiga version - we make sure that the conversion isn't duff as we're doing it for ourselves as much as anyone."

Bally Midway are the game's creators and they've been extremely helpful, as Keith continues: "We've been provided with all the graphics from the coin-op which obviously

PROJECT: Total Carnage
PUBLISHER: Ice
DEVELOPERS: In-house Simon Fox, Keith Weatherly (Programming) Mike Jary, Ellen Hopkins (Graphics)
INITIATED: December 1992
RELEASE: October 1993

has been a great help and also the coin-op code, which hasn't been quite so useful. The access to the graphics has reduced the production time dramatically, however converting the colours from the coin-op has not been quite so easy. But I think you'll agree with us when we say we are pleased with the result."

Have Bally Midway kept a close eye on the conversion so far? Have they restricted the two in any way? "Bally are obviously concerned that the good name of the coin-op is not spoilt by a bad conversion so they do look at all stages carefully. There was originally an idea to include some screens in the Amiga version that Bally decided to leave out - maps of Iraq and the invasion of Kuwait, etc - but in the interests of good taste we were told not to put them in. When people see the graphics they will pretty soon get the idea who they are fighting."



I don't know about you, but I've really no idea about how a game like Total Carnage is reproduced on a home computer so I seized this opportunity and asked Simon that very question: "Basically it's a case of playing the game time and time again and recoding it on video. Then we break down the game into its basic building blocks and then create and perfect those blocks as accurately as possible. Once they're all together, you should hopefully have the finished game. The wonderful thing about conversions is that you always know what's in the final version and have a definite vision of how your game should play."

As proper fans, the duo must have noticed a few things which they would have liked to change if they had originally written the game. Not so, according to Keith, as they didn't feel the need at all: "When you're working on something as successful as Total Carnage there really is no point in changing anything, so it's a question of just getting down to the hard work involving long hours and late nights."

Surely it's not a perfect conversion, is it? There must be some subtle differences between the arcade and the Amiga version? "Total Carnage really is mayhem on screen and the Amiga simply cannot cope with so many moving images. To overcome this we have used many different 'tricks' to make it look as if there's more going on than there actually is. The graphics obviously have less colours than the original coin-op but it really is a faithful conversion from the original and we are positive it retains the coin-op's playability."

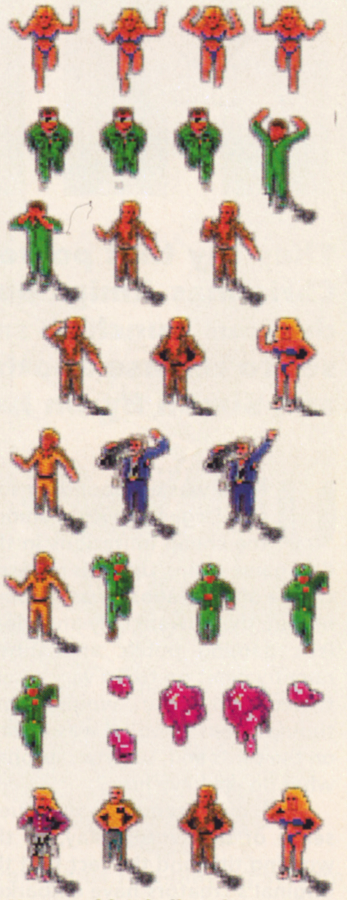
Fair enough. But what about the control mode? Was that a problem, considering that not many people own a four-way joystick adaptor? "We are giving the player the option of a number of different control methods because what is good for one player is not necessarily as good for others so by giving the gamer all choices I think we have covered all the possibilities. We personally prefer to use the original two joysticks per player but you can use any variation from keyboard, mouse or joystick, or even a four-player adaptor if you own one."

You might have thought that converting Total Carnage would increase your consumption of Disprin, but not so according to Simon: "The hardest part of the conversion has been to stop playing the coin-op! It really is an addictive beast! Our longest game to date has been six hours. Of the actual work converting all the graphics has been a mammoth job. The original graphics were in 32,000 colours, or colors as the Americans put it. So we have had to make certain that the Amiga version is very faithful to the original but with a maximum of 256 colours."

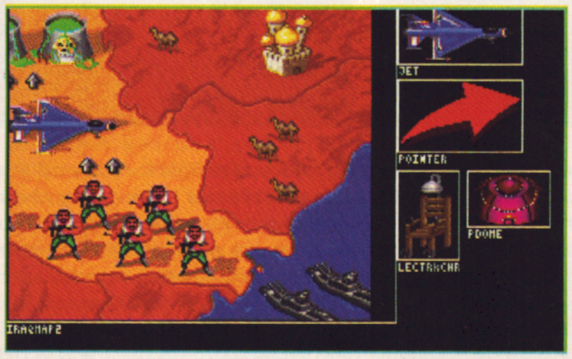
So how much work is left to do? "There is still a lot of tidying up to do and we still don't have all the sound effects in yet. It would also be helpful if the marketing bods would decide if the electric chair sequence and some of the other really nasty bits can be put it." At this point someone in the room helpfully adds that the 'marketing bods' have indeed reached a decision and that the nasty bits can be included. "Oh, that means we still have a bit of extra work to do," sighs Simon.

Ah well, you'd better get back to it then boys.

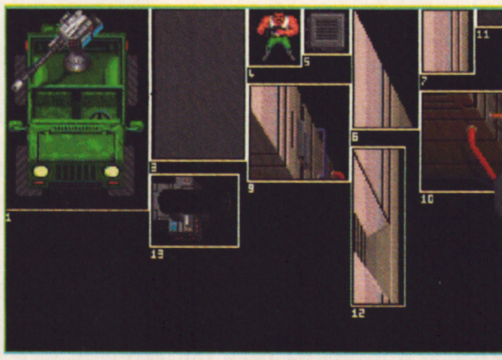
> **"Our first thoughts were "Wow, this is wonderful' then (censored), how can it be done?"**
>
> **Simon Fox**
> **Total Carnage's programmer.**



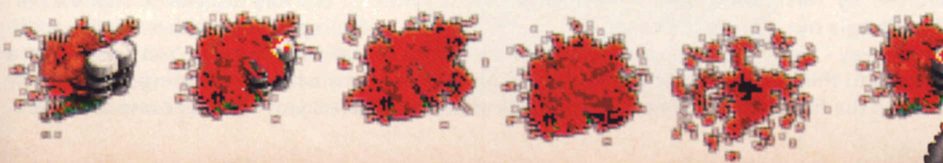
You wouldn't believe how many individual sprites Total Carnage features. Each has their own range of tiny movements but the funniest of all are the death animations which can feature all kinds of gruesome effects such as being burned alive or exploding into a bloody pulp. Poor taste? You bet!



The final map screen will show which region you'll be fighting in next, with the graphics to the right added as needs be.



Programmers have to be very good at jigsaws if the are to create a fluid play-area. Here's just a few of the pieces they have to work with.



PROJECT: Utopia 2 (working title)
PUBLISHER: Gremlin Graphics
DEVELOPER: In-house: Graeme Ing (Programming); Pete Daniels (Graphics); Pat Phelan (Sound).
INITIATED: May 1992
RELEASE: December 1993

SHOW ME HEAVEN

They say that power corrupts so come this Christmas Amiga owners are going to be a dubious bunch to say the least. Gremlin are set to release another God game, you see, and Simon Byron has all the facts.

Utopia was a resounding success - a genuine jewel among the cheap imitations in the God game genre. Upon its release a couple of years ago, it was snapped up buy the power-crazy and idealistic gaming public and subsequently went on to do very nicely, thank you. You would have thought that a sequel was always on the cards and, surprise, surprise, what do we have here?

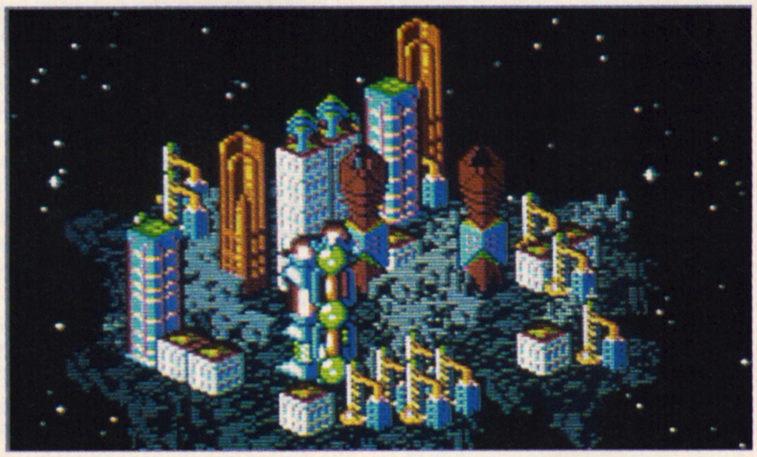
Well, not a sequel in the truest sense of the word. Okay, so the working title and the fact that the original's creators have embarked on this programming voyage may suggest that that's what we're going to get, but not so. Gremlin has decided that re-releasing the original game with flashier graphics and a couple of minor gameplay additions just isn't good enough, so an entirely new-ish God game has been initiated. And by golly it's looking fab.

This time around, you assume control of the head of an independent colony which has been granted a licence to mine ore on several of the distant asteroid fields which form part of the demi-galaxy known strangely as Larger Magellenic Cloud. You have to develop your base whilst extracting precious ores and defending your people from natural disasters (like meteor storms) and alien attacks (like, er, alien attacks).

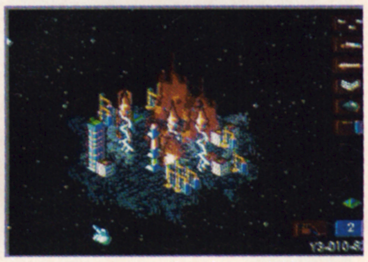
It just goes to show what a peculiar world we live in when a major project like Utopia 2 can be nearing completion whilst its name is still undecided. Graeme Ing, the game's programmer, tries to shed some light on the matter: "We're basically trying to avoid a clichéd space name. Some of the games around - I'm not knocking the actual games themselves - have got very boring titles. We're trying to find something which stands out. Utopia was a really good name and we're after something as catchy and as precise as that. It's just a question of finding the right one."

How different is 'Utopia 2', then? "The original Utopia was a colony resource management game. 'Utopia 2' has some of that but is really a military strategy game - there's a lot more emphasis on the military part of it now."

But does this mean that the team are alienating the original's fans? "Not really. If people enjoyed the original Utopia then they'll get more enjoyment out of this game, but anyone who absolutely hated the first game won't be converted by this one. Really, it's based on Utopia but greatly enhanced in every way - we certainly don't want people to think that it's exactly the same as the first game. It's not like Populous 1 and 2 - this 'sequel' is quite a different game in its own right."



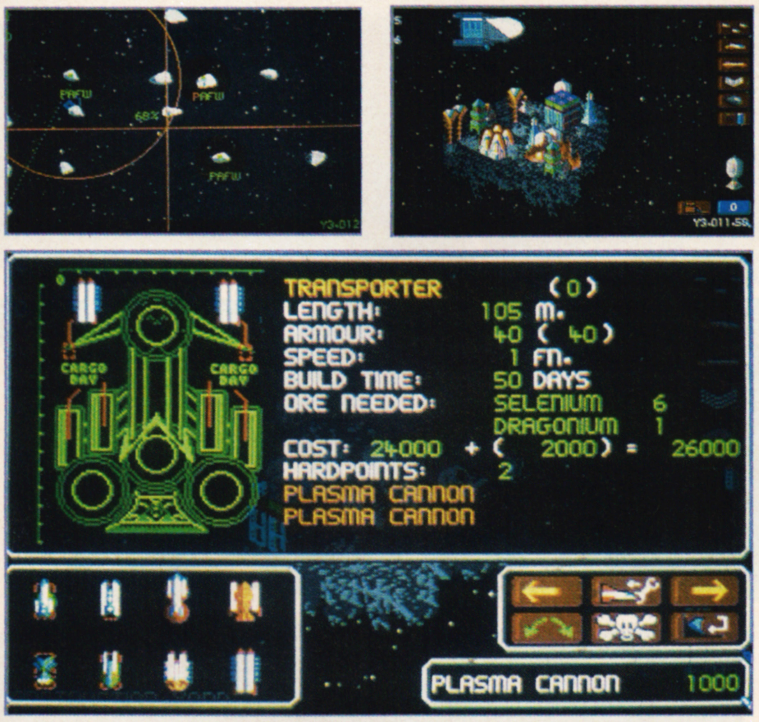
(All around) if you know your way around a few God-games then you'll understand completely what's going on here. If you don't then you won't.



As we've established, the first game was incredibly successful, so why didn't the team do a proper sequel? "We just think that if you've done it once then you've basically done it all you can," admits Graeme. "There are so many of those God-type games around that we thought we'd take a new angle on it and make it fresher.

"The main enhancement, which I think a lot of people will pick up on straight away, is that the aliens are far more intelligent now and you can actually see them going about their business. In Utopia your opponents were off the map but now they are actually there on an asteroid field. You can wander across and look at them building their asteroids and manufacturing ships and watch them work, so basically you can gain some knowledge of how to deal with certain situations.

"It's very difficult to create a perfect opponent with stunning artificial intelligence. You're always a way off from creating really, really intelligent aliens because of the pro-



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TRANSPORTER          (0)
LENGTH:          105 M.
ARMOUR:           40 ( 40)
SPEED:             1 FN.
BUILD TIME:       50 DAYS
ORE NEEDED:      SELENIUM    6
                 DRAGONIUM   1
COST:  24000 + (   2000) =   26000
HARDPOINTS:        2
PLASMA CANNON
PLASMA CANNON

PLASMA CANNON          1000
```

You'll begin the game with a fairly limited array of weapons but as time goes by more advanced ships and cannons will become available.

cessing power it would take to look after them. We've spent as much time as possible making sure it's the best system we could come up with."

The aliens aren't the only enhancement, though. "We've also put some mini scenarios into the game so that there are certain tasks which you have to perform as well as trashing all the enemy. It works in a similar way to Desert Strike - you have a definite goal but there are certain stages you have to complete to achieve it. These will vary from going across and destroying an alien's shield generator to finding particular things before the enemy does - that sort of thing."

This doesn't, however, mean that you'll be forced along a set path all the way, making the game far more restrictive. "It's pretty much up to you what you do," says Graeme, "With some of the earlier aliens you can pretty much ignore the scenarios if you like but as you get further and further into the game and the aliens become more intelligent then you'll need to achieve your mini goals if you want to survive. There is a lot of control of your own - you're not forced down a set channel."

If it all sounds as if the project has progressing swimmingly then think again. Certain things have had to be left out, for one reason or another. "We've had to compromise a lot, just because the original spec would have required over five years' work," says Graeme. "We were originally going to have a two-player link but we quickly found that the amount of data you'd have to shift around was a bit prohibitive. We still think that even with the bits which have been chopped out we've still got a really good game. I'm very pleased with the way it's progressing now, but obviously we still have to concentrate on getting the balance right." It's refreshing to hear programmers talking realistically about their game and not trying to create the hype themselves. Graeme is honest about the relative lack of innovation within Utopia 2, instead stressing that well-implemented features are far better than poorly-done flashy effects. "To be honest, there's nothing mind-shattering which hasn't been done before - but by putting enough good elements together we're making a great game."

> **"You're always a way off from creating really, really intelligent aliens because of the processing power it would take to look after them."**
>
> **Graeme Ing, Utopia 2's programmer.**

STOP PRESS

Phew! Just as the issue was going to press, we can exclusively reveal that 'Utopia 2' has finally been given a name: K240 - the new worlds. So there you have it.

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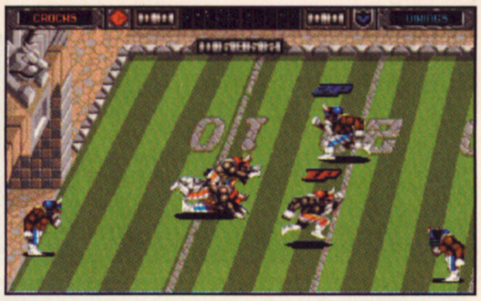
PROJECT: Brutal Sports Football

PUBLISHER: Millennium

DEVELOPER: Teque London: Peter Jeffries (Programming); Tony Hager (Graphics); Richard Joseph (Sound).

INITIATED: June 1992

RELEASE: Autumn 1993



Tony Hager's sprites are bold, beefy and BIG - the smallest are 64 pixels high by 32 pixels wide. They're all plotted on screen using the blitter - as one of Teque's programmers points out "The Amiga's sprites are useless." Given that there are fourteen players on the pitch keeping the speed of the game up hasn't been easy.

INJURY

For years now Speedball 2 has reigned as THE fantasy sports game. Now Teque aim to usurp the throne with its ultra-violent cross between American football and Streetfighter 2. David Upchurch licks his lips in drooling anticipation...

If your idea of a good time is wandering through a verdant meadow, picking flowers and painting watercolours while dreamily munching on a Cadbury's Flake, then you'd best stop reading this now and move on. For in the paragraphs following are described acts of such eye-gouging, bone-crunching, bowel-evacuating violence that even I, rock hard geezer that I am, have trouble recounting them.

With Brutal Sports Football, Millennium aim to well and truly steal the title of best fantasy sports simulation that has long been held by the Bitmap Brothers' Speedball 2. And on the evidence so far, they could well do it.

The game is being developed by long-established coding team Teque, who most recently produced those top RPGs Shadowlands and Shadoworlds. Work began initially on the Amiga back in June of last year, but when Millennium saw the game's potential they soon expanded Teque's workload to encompass versions for PC, Megadrive and Super NES. There's confidence for you.

The game is set in a sort of medieval fantasy environment, with teams of Vikings, rhinos, rams and lizardmen competing to become top of the Brutal Sports Football league. If you don't fancy all the slog involved in a league, however, you can take part in a shorter knockout tournament or a one-off 'unfriendly'. Each species has its own unique advantages and disadvantages - some run slowly but do more damage in their attacks, that kind of thing - and these vary further between the individual teams themselves.

So, I asked Tony Love, Teque's boss, what are the rules of the game then?

"There aren't any," was his blunt reply.

Ah.

Although the game's roots were in American football, any resemblances remaining now between this and the Yanks' national game are purely cosmetic. Anything goes, basically. There's no ref to stop fouling - in fact, you can even find swords on the pitch which you can pick up and use on the opposition. "The game's roughly 50% sport and 50% violence," explains Tony. "You can play the game however you like. You can either play it like a sport and go for goals or play it like a beat-'em-up and go for heads [i.e decapitating all the players in the opposing team]. It's entirely up to the individual."

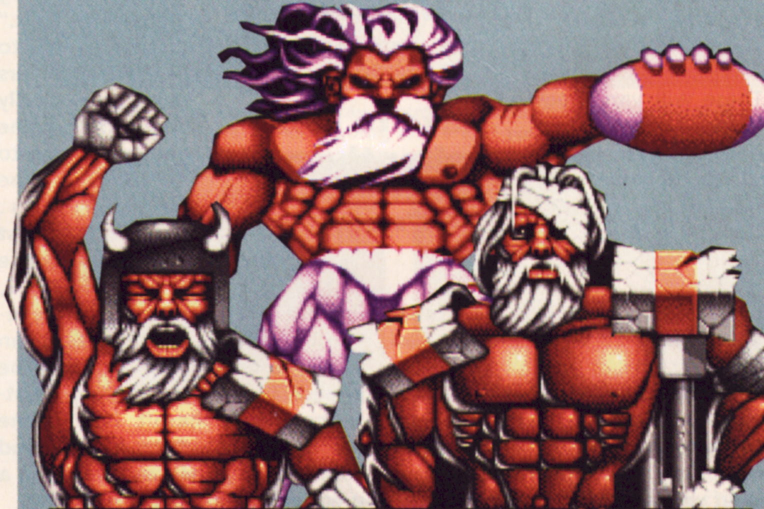
Oh, the violence! Nothing you've seen in a computer game before can prepare you for the excessive gore level in Brutal Sports Football. Every punch, kick or jab results in a fountaining spray of blood from the injured party. Wear a rival player down enough and a single blow will send their head flying away from the shoulders, blood literally gushing from the severed neck stump. The corpse and head then litter the pitch

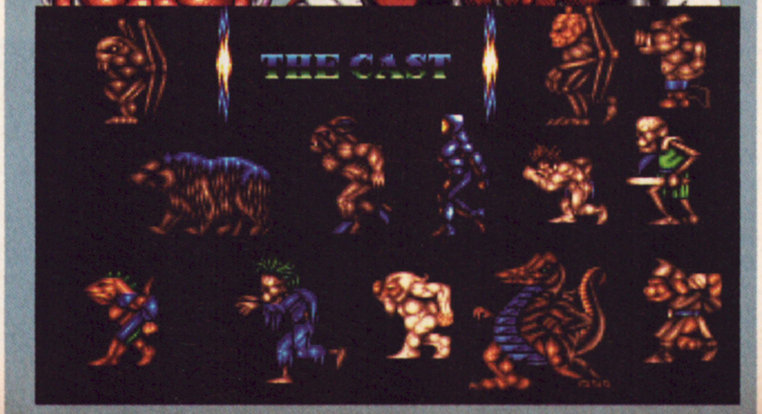
THE ORIGINS OF VIOLENCE

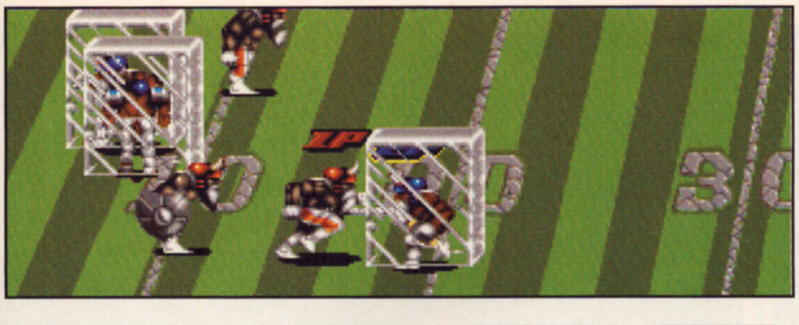
Almost every game goes through a lot of evolution from initial concept to final result, but Brutal Sports Football has undergone rather more radical changes than most. For a start it was almost an innovative thumpin'-'n'-kickin' RPG...

"The original ideas was for a game called Axequest, a sort of horizontally-scrolling fantasy beat-'em-up/role-playing game," explains Tony. "It was an interesting idea but the problem was that we were looking at the game design and we thought that, although it looked like a good game on paper, it might be a bit too different to catch on.

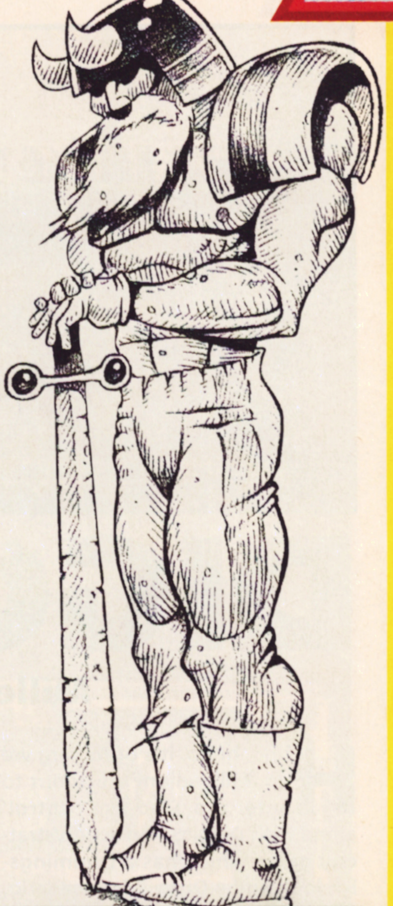
"So we thought if we can't do something too way out and wacky because people would look at it and say 'Oh we don't like that, it's too original' then we'd have to do an original game but somehow make it look less original. That's why we settled on a sports game because everyone will understand what it's about. So we came up with this sort of American football game but with fantasy characters. That said it's a lot less like football now and more like a beat-'em-up."



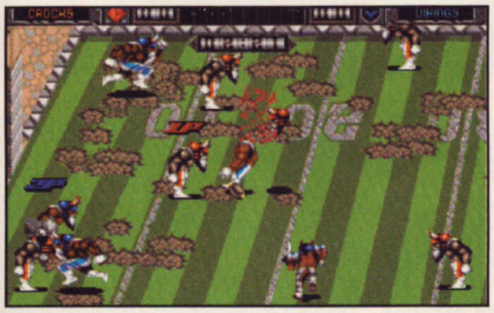




Like any good fantasy sports game there are loads of power-ups to collect. Most of these take effect immediately, like the hare which ups the team's speed or the fist which increases the amount of damage the players inflict on the rivals. Some, however, can be stored and activated when the player sees fit, like the ice blocks here which briefly freeze the opposing team.



TIME



Thar she blows! A player's head flies off his shoulders in a shower of blood! Note the state of the pitch - as the game progresses it becomes gradually more pot-holed and chewed-up. This is another area where the Amiga version scores over the Megadrive's, as the bitmapped screen makes it a lot easier to add damage to the pitch.

for the rest of the match - you can even pick a head up if you want and use it as a weapon! Bloody marvellous! "We were going to have limbs coming off as well," adds Tony, "but I think that heads are quite enough."

> **"We were going to have limbs coming off as well but I think that heads are quite enough."**
>
> **Tony Love, Teque's boss.**

It's in this totally gratuitous and wonderfully tasteless area that the Amiga version scores most over its Megadrive mate - whereas the Megadrive game has discrete little gushes of gore, the Amiga game has buckets of it. This is due to the fact that the Megadrive's screen is built up out of blocks, much like on the old C64, whereas the Amiga's screen is bitmapped. That means that you can address each and every pixel of the Amiga's screen with relative ease, thus producing those impressive displays of blood. "We could fill the entire screen with blood if we wanted to," adds Tony.

Apart from the gore and some colour palette differences, the only other major difference between the two is the screen update. While the Megadrive version scrolls smoothly the Amiga version has a chunkier screen update, roughly 17 frames per second. Before you moan, though, this actually works in the Amiga version's favour, as the game feels much more violent and, yes, brutal on the Amiga than on the Megadrive.

"It's very strange," admits Tony. "When we first did the Megadrive version with the smoother scroll everyone looked at it and said 'Why have you made it slower?'. But if you put the two versions side by side and run from one end of the pitch to the other - which we've done - you find that the Megadrive version is actually slightly faster. It's purely an optical illusion."

Even on the A1200 version the scroll won't be smoothed out, simply because the feel of the game is better with the chunky scroll, although it will, of course, sport more colours. Teque toyed with the idea of roughing up the Megadrive's scroll but decided not to, simply because they fear that those console-loving fools wouldn't accept anything less than a super-smooth screen update, even if it's to the detriment of the game.

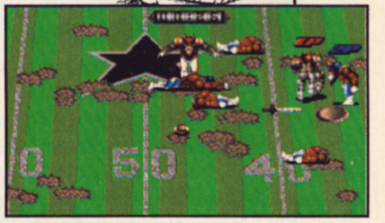
Although Brutal Sports Football initially looks like quite a simple game, the violence factor throws in quite a few potential control complications. Rather than giving all the possible control options to the player at once Teque have allowed the player to select from five, increasingly more complex control modes. "When you first start the game you just want a nice, simple control method," explains Tony. "But as you get more experienced you realise that it'd be nice to be able to stick with one player so that you can beat somebody up and not have the control suddenly swap to the person nearest the ball. So the more advanced control methods let you lock onto a player and have a good punch up."

Squeezing all this onto a one-button Amiga joystick has been a problem, though. If in possession of the ball a tap on the button lobs the ball in the direction the player's facing whereas if you're not holding the ball the same thing produces an attack move. Holding down fire activates any power-ups you may have collected.

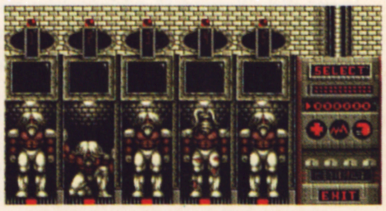
Teque haven't quite worked out how to incorporate the feature that lets the player swap between players at will rather than automatically onto the joystick - it's likely that this'll have to involve the keyboard somehow, although that's something they'd like to avoid if possible.

Some readers may have noticed certain resemblances between Brutal Sports Football and Beastball which was covered briefly way back in April's issue. Indeed they are the same game but the name change wasn't a matter of whim - Millennium intend to produce a series of similarly violent games under the Brutal Sports banner, of which Football is just the first. Which sports they're planning to cover is a secret at the moment and I'm sure Tony's suggestion of "Brutal Sports Dominoes" was just a joke.

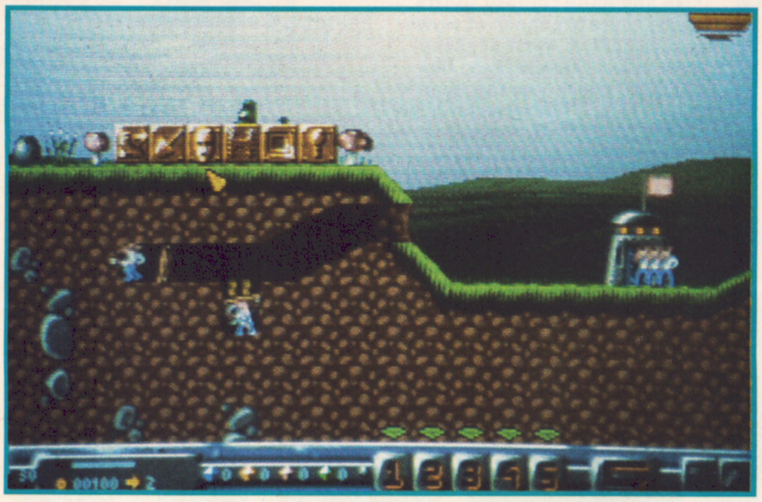
Hmmmm. I don't know though - it might just work...



If the match ends in a draw then the game goes in injury time. The aim here is to smack in the opposing team and whoever is left standing is the victor! Hoorah!



After every match each team is given a percentage of the gate's takings depending on whether they win or lose. This can then be used to rejuvenate flagging or even decapitated players. There's no Speedball-like fiddling with players' stats in Brutal Sports Football - Teque wanted to keep the emphasis on action rather than player management, and all credit to them.



DIGGERS

Millennium

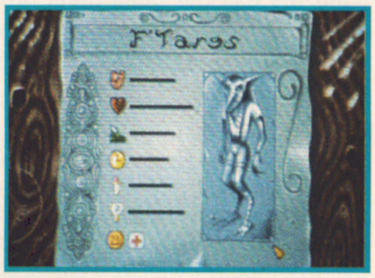
Hi-ho, hi-ho, it's of to Zarg we go. Millennium are about to enter the 'God-like control' arena with Diggers - an action/strategy game which has a Lemmings-ish look and a Dune 2-ish scenario, only this time the fight is based around a planet-wide mining operation.

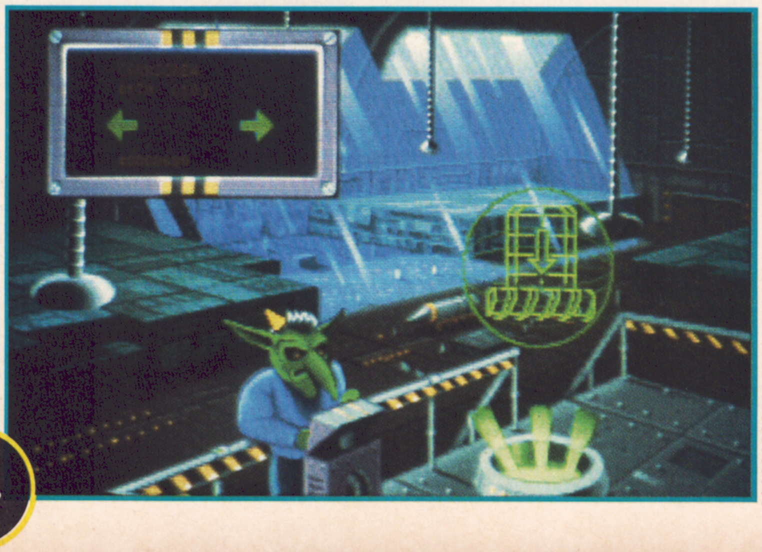
Tomorrow sees the 412th day of the year, when the planet Zarg's mining authorities allow the annual month of frenzied digging to commence. The four races of diggers are hurrying toward the Zargon Trading Centre as we speak and you have just enough time to employ one of them and register your company before all hell breaks loose. You'll need to pick your race carefully though, as each one has a different way of dealing with things depending on its abilities and characteristics.

The bad news is that great riches aren't the only things that lie ahead. Strange creatures and dangerous conditions must be overcome as you pass through the 30,000 locations that make up the thirty-three levels - not to mention the competition. Rival mining companies will be digging in the same zone and you'll need to eliminate these by rigging areas and setting traps if you want to take control of your chosen area.

Diggers contains seven types of zone including forested, icy, mountainous and grassland zones, and also boasts powerful computer intelligence giving each digger a life of its own and the ability to make independent actions and decisions.

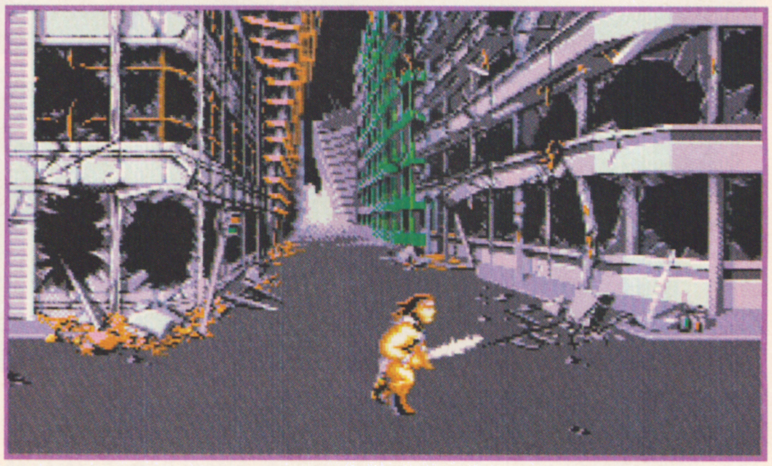
It all sounds quite sexy and, as usual, we'll keep you posted. You dig?





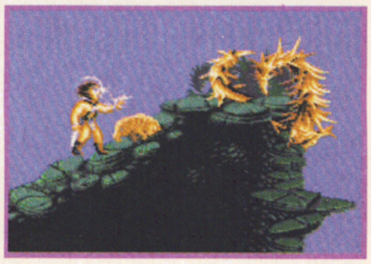
TENSAI

Grandslam



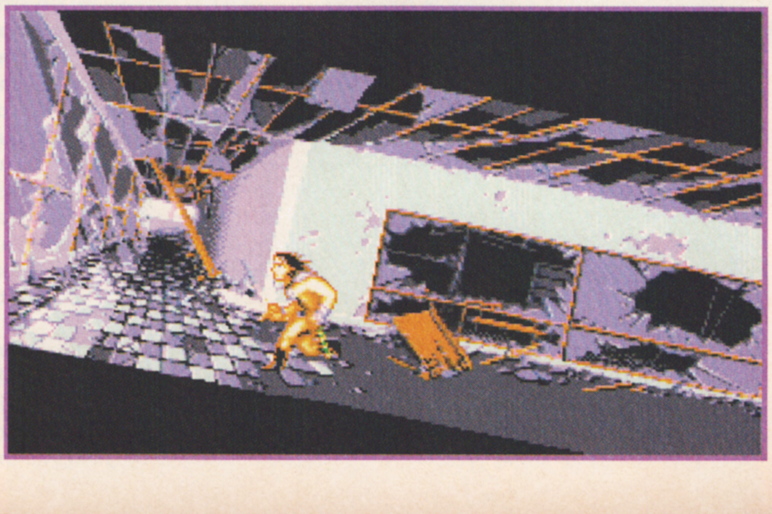
Nuclear holocaust may seem like a rather nasty prospect but think of the advantages. For instance, if you were lucky enough to be a survivor three-hundred years later, you might find that the lovely radiation gave you telekinetic powers - not to mention extra legs, obviously. Well it all sounds dodgy to me, so I think I'll just give you some hard facts about this Grandslam offering-to-be.

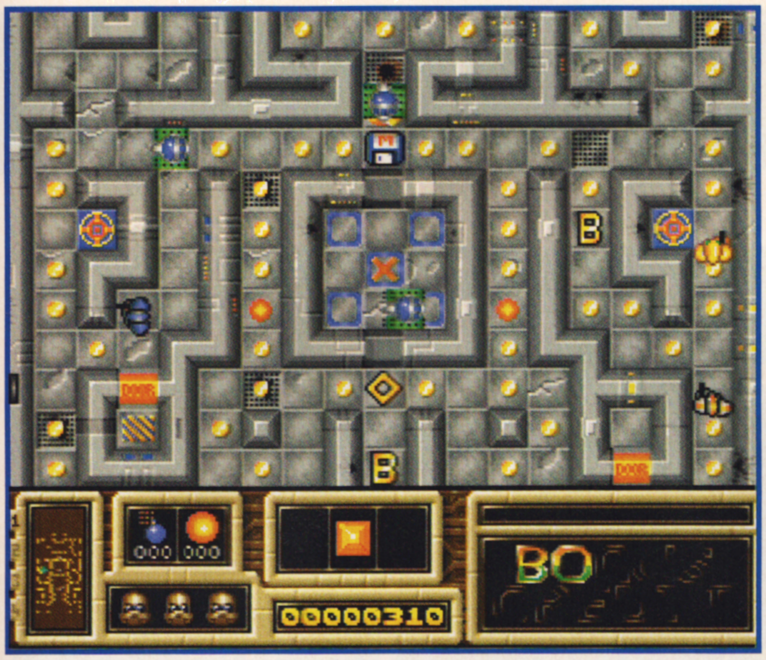
History tells that after the holocaust you were either 'Clean' or mutated. Some of 'The Clean' were gifted with 'The Power' and were taken to a specially-built temple to be trained. It all seemed as if civilisation might have another chance, but then for the first time a mutant was born who also had 'The Power'. The mutant - Arashi - was shunned by the cleanies, becoming bitter and miserable until he left the stronghold, organising the mutants into his slaves. His power becoming stronger all the time, Arashi became a tyrant and decided to attack the people that had turned him away. They barely survived, and knew that one day they would have to face up to the evil Arashi in his underground fortress. Who can help us now?



Huzzah! A child is born with The Power. His name is TENSAI - THE GENIUS. They train him to use his powers and, when the time is ripe, send him to destroy Arashi. Yes - you are Bonsai, er... Tensai.

Lionheart and Wolfchild, with just a hint of lemon - that's what it smells like to me. Jumping over platforms, chopping 'things' up with your large sword and hurling mighty magic bolts of pure energy at anything that happens in your way seems to be the order of the day, and the moment that I get anything more to tell you, I'll be round your house with a big stick.





MEAN ARENAS

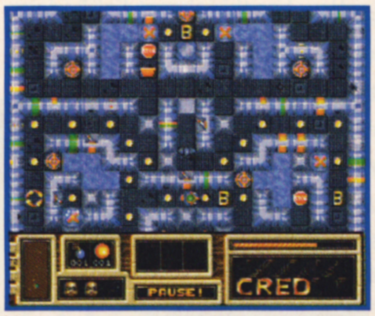
ICE

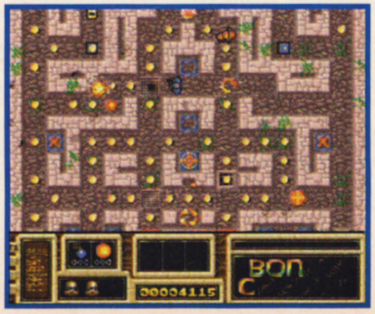
You think that things are bad now? Well, check this out and think again. The year is 2093 and there is mass unemployment everywhere thanks to the automation of just about every industry that ever existed. The only thing that has survived is television, but to keep this alive it has taken huge grants from the government allowing normal folks like you and me the opportunity to grab huge wads of cash. As you would probably expect from the Running Man-style atmosphere, nothing's for free, and you're expected to put your life on the line if you want to make a fortune.

This has got to be the ultimate crossbreed: Pacman, Alien Breed, Dynablaster, Gauntlet, Bug Bomber - I could go on forever, really, be cause they're all there but suffice to say that this is an overhead maze offering that ICE are hoping will rise to a cult status. As a contestant, the player must collect all the coins from each arena, avoiding the robot guardians and making use of the weapons and traps available. As well as the obvious guns and bombs, there are acid pits, teleport pads, rocket launchers and flame throwers that must all be effectively used if you plan to live to spend any of the money that you've collected.

The arenas cover a number of different areas containing water, ice, conveyor belts, etc, which will affect the way you approach each level on your way to fame and fortune. The guardians also vary from Gazza-like plonkers plodding 'moronically' around to flying, coin-dropping, motion-detecting nasty creations that will take you to the edge and back (sorry about that I got a bit carried away!).

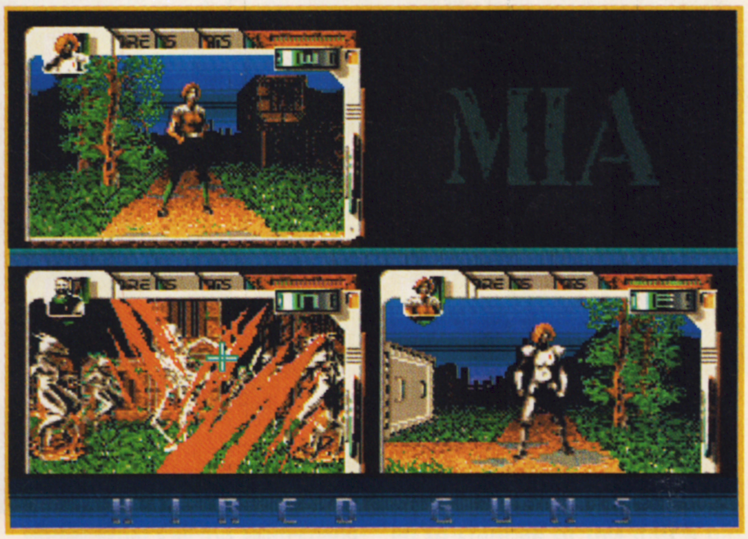
This looks set to be an addictive game that may well tickle the larynx in all of us. Watch this space.





HIRED GUNS

Psygnosis

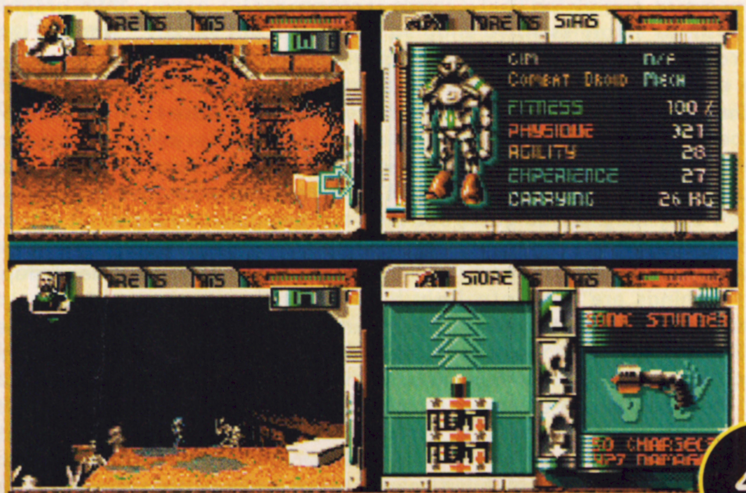


With all these games taking such a pessimistic approach to the future, I'm beginning to wonder whether or not it's worth getting old. If the world turns out like Hired Guns suggests then we might as well all give up now - it seems as if humans will pretty much become obsolete, with computers and robots programmed to perform every operation us mere mortals can do.

However, it's not all doom and gloom because although robots are cheap and efficient, they're not particularly brilliant at killing people (isn't it sad that machines have more morals than us?) so most of the situations vacant at the Dole Office involve some form of assassination. And because it's either blowing people's brains out or eating bread and water whilst living in a cardboard box for the rest of your life then there's really only one option. Besides, a computer game of eating bread and water wouldn't be very interesting, would it?

The game is basically a four-way Dungeon Master jobbie where you can either control all the players simultaneously or invite a few mates round to look after each character individually using a combination of mouse, joystick and keyboard.

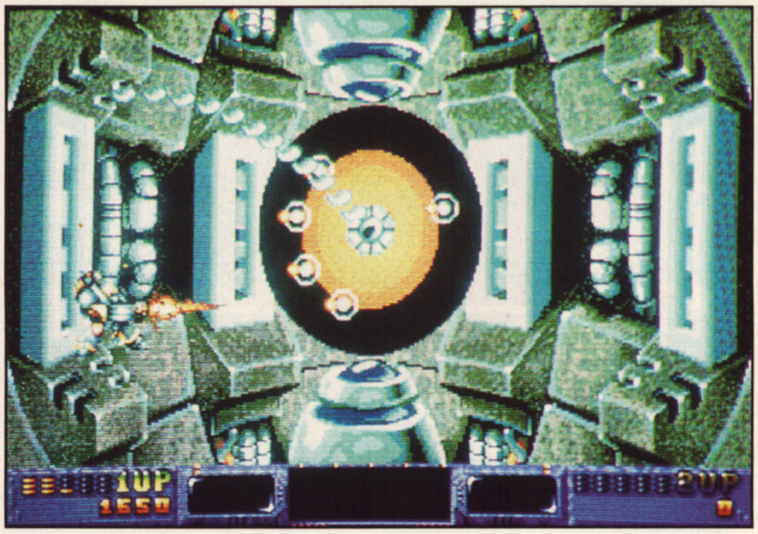
Hired Guns boasts an impressive array of features, including over 1 735 120 cubic metres of playing area - which isn't exactly tiny by anyone's standards. You'll be able to see more soon as with any luck there'll be a review next issue.

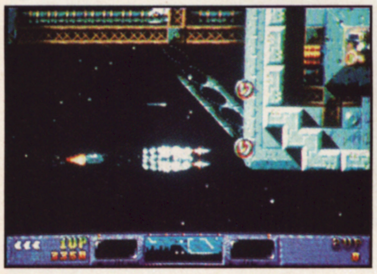


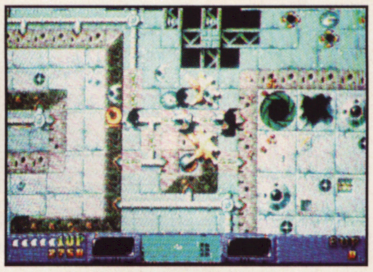
Come on, come on - it's the moment you've all be waiting for, featuring the games you've all been waiting for! Simon Byron probes into the depths of the computer games industry and shouts out once again...

WHERE

...URIDIUM 2?







"Cheers all, this is AB signing off until the next time."

Sniffle. Boo-hoo. Pass the hankies. Just thinking about those poignant words that Andrew Braybrook chose to round off his nine-part, no-holds-barred Uridium 2 diary makes me want to weep (and I'm not scared to, being a 90s man and all that). But hang on a minute. Let's think about what he said just before he signed off. It's all full of damned lies designed to fool you, the viewing nation, into wetting your collective underwear in anticipation. All this "It won't be too long before the game is completed" business - rot! Tsch. You can't trust anyone these days.

It turns out that things are just as bad for Andy - he'd spent the night before I'd called him propping up a bar close to home. "Part of my therapy," he said. What about us, then? It's okay for you, you get to see the game day in, day out. Tell us and tell us true - where is Uridium 2?

"Things are getting a little bit behind," he admits. "We realised a few months back that we weren't going to hit the May release date so Renegade took the decision to hold back until September, which bought a me a little more time but things haven't been going to plan here."

So what's different since we last spoke, I mean, you last wrote? "Most of the background graphics have changed, mainly because they've been under constant development and things are continually evolving. I've got four graphic artists working on and off and they all keep coming up with different styles and arguing about what palette we should use - that sort of thing." It's obviously taken this amount of time for a particular reason. What's been the hardest part so far? "Just managing it all," he laughs. "It's frustrating when you don't do your own graphics any more and you're at the mercy of other people. But then again it's also nice in some respects because I can concentrate solely on the programming and game design. Sometimes it's a case of knowing what I want to see but not being able to explain it without physically drawing it and if I could draw it then I wouldn't need graphic artists.

"I certainly haven't been sitting here twiddling my thumbs all day long."
Andrew Braybrook, Uridium 2's programmer.

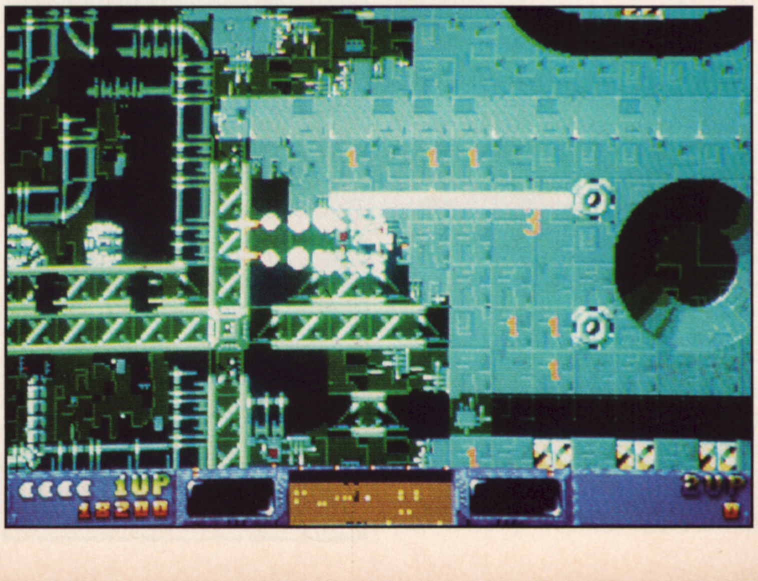
"We're spending a lot of time getting the playability just right. What we're finding is that we can't make it easy enough. Because we're so close to the game we don't really have an idea how difficult or easy it is but we're getting messages back from people like the Bitmaps [name dropping, do you think?] who have been playing it and saying things like 'We can't get past this bit' and so on. It's actually very difficult to make things easy.

"We have cut down some of the firing rates on the early stages. A turret might stick its head up and sit there for a second saying 'Shoot me' rather than letting off a stream of bullets as it originally did. You've got to be a little bit gentle on the player because the game is much more free-flowing than something like R-Type which forces you through its levels at its own speed - in U2 you can basically go wherever you want whenever you want at whatever speed you want.

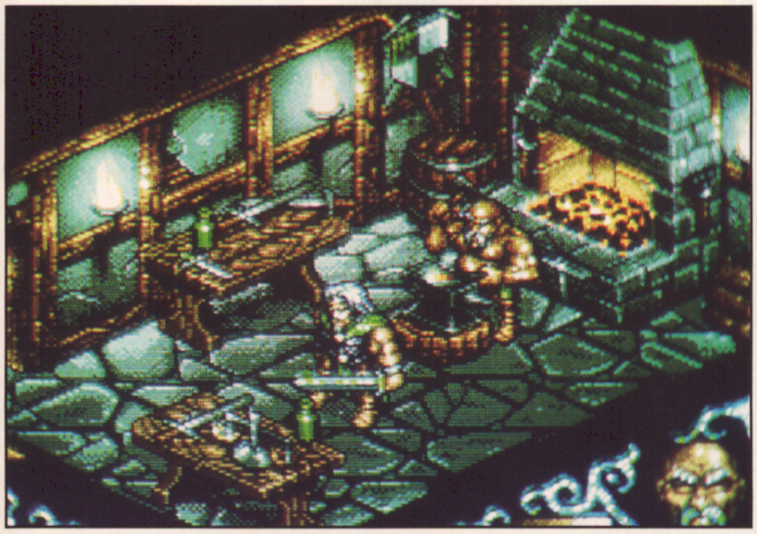
"Because there are no speed limits, you've got to ensure that the player doesn't become overwhelmed too early on - although if you do fly around at a breakneck speed then you're likely to end up a cropper."

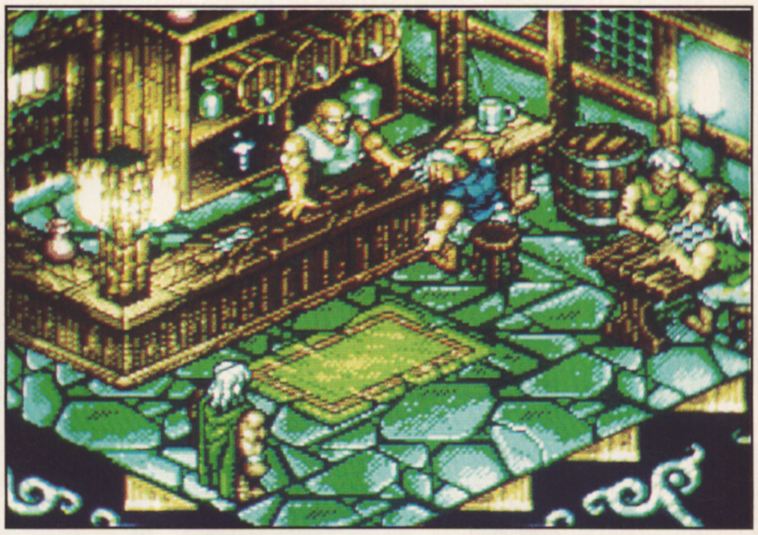
How has this almost finished version compare to how Andy imagined the game would turn out when you began coding? Is it exactly the same? "Sort of. It doesn't look exactly how I imagined it. It's playing a lot better, mainly because we've made quite a few improvements to the control mode - in some ways it plays even better than the C64 version. It's taken a lot longer than I thought, though. We've had the basic bones up and running about nine months ago and it seems that very little has changed in that time apart from the graphics, but there have been little improvements going in all the time. I certainly haven't been sitting here twiddling my thumbs all day long."

Okay then. When-oh-when will the game be finished? "That's the $64,000 question. We're redoing the speech and hopefully including two different types of sound effects - one for machines with at least 1Mb of chip memory and one for machines which haven't. That's a major problem - I keep running out of chip memory, but that's another story. Anyway, we're hoping to have all the data in and begin play-testing in the next two weeks. The game should be released in September."



ARE YOU...

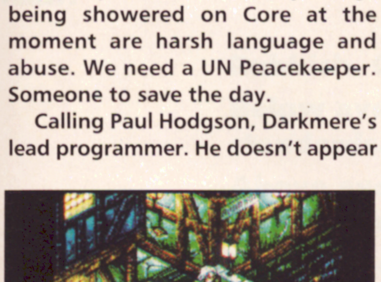


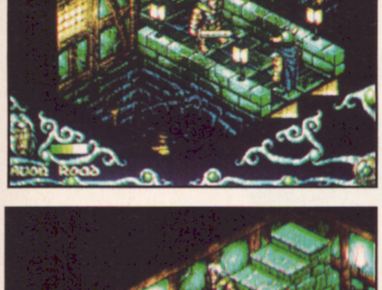


...DARKMERE?

It's been a long time since the Amiga was treated to a decent isometric adventure, so when Core announced it was to release Darkmere just after Christmas The One's readers threw their hats in the air and showered the software company's premises with ticker tape and stuff like that. Unfortunately those days are long gone. As the release date has constantly been pushed back, gamers have become more and more impatient so the only things being showered on Core at the moment are harsh language and abuse. We need a UN Peacekeeper. Someone to save the day.

Calling Paul Hodgson, Darkmere's lead programmer. He doesn't appear to appreciate the gravity of the situation, however, because the initial answer I received when I asked the Where Are You Darkmere? question is "it's sitting on my machine."





Right, thanks for that. Can I go home now? Oh, apparently not - Dave's just informed me that you guys will need a bit more detail. Okay, let's try a different approach. Er, just why has it taken so long? "It's taken so long because there were some problems a while into Darkmere which involved some people being taken off the project, making me the lead programmer. The game is very, very extensive. When we first took it on we thought that it would be extensive but certainly not to the degree it is.

"Take, for example, the amount of graphics. We've had to downgrade the amount from the original spec but we've still got at least 10 Mb of data - and that's just for one level! So there's a lot of graphics, but on top of that there's other data which includes the map of the gameworld and when you consider that there could be any number of separate rooms in each level which could contain umpteen amounts of objects, that's a lot of stuff."

> **"We had to completely redesign it from scratch in terms of how the game code was going to run and how everything else was going to run around it."**
>
> **Paul Hodgson, Darkmere's lead programmer.**

Ah-ha! What's all this team-changing business? Do explain... "I was initially meant to be doing the PC version, which in turn was going to be a conversion of the Amiga version, but because the Amiga version didn't really come off the ground until quite a few months into development, certain changes were made to the people working on it to ensure that the game would maintain its promise."

Oh dear. We know how hard it is to effectively take over from someone else. What state was Darkmere in when Paul was promoted? "It was basically a bunch of graphics sitting on a few disks with some design notes which were rather dodgy to say the least. We had to completely redesign it from scratch in terms of how the game code was going to run and how everything else was going to run around it."

Anyone who read the original Work In Progress will recall that the programming team boasted some impressive in-game features which, if truth be told, sounded maybe a little ambitious. Is this the case? "In my personal opinion, the game spec was designed for the A1200 without the A1200 existing and we were expected to cram all of this into a basic Amiga, which has been difficult.

"It's quite clever the way it's all turned out. On your bog-standard 1Mb A500 it will run happily but if you happen to have an A1200 which has 2Mb of chip memory then the game will take advantage of that so sections which have to be buffered don't."

One of the things the team weren't too confident about when I spoke to them last year was the speed of the game. A few figures were mentioned but most people had resigned themselves to the fact that it probably wasn't going to be too zippy. Not so anymore - it's positively Carl Lewis-ing it along, as Paul explains: "There are tweaks still to be done but most locations are running at 25 frames per second and the places which do drop in speed will be gone by the time the game hits the shelves.

"We've always wanted it to go as fast as possible, obviously. You could run it slower and it would be nice enough but the animations that Mark has got are so fluid and so nice that if you drop the frame rate then you'd need to cut back on the animation frames so it wouldn't have turned out as nice."

While there is no definite release date to report (surprise, surprise), we're assured that Darkmere will be available within the next couple of months or so. One thing's for sure - it looks as if it will be worth the wait.

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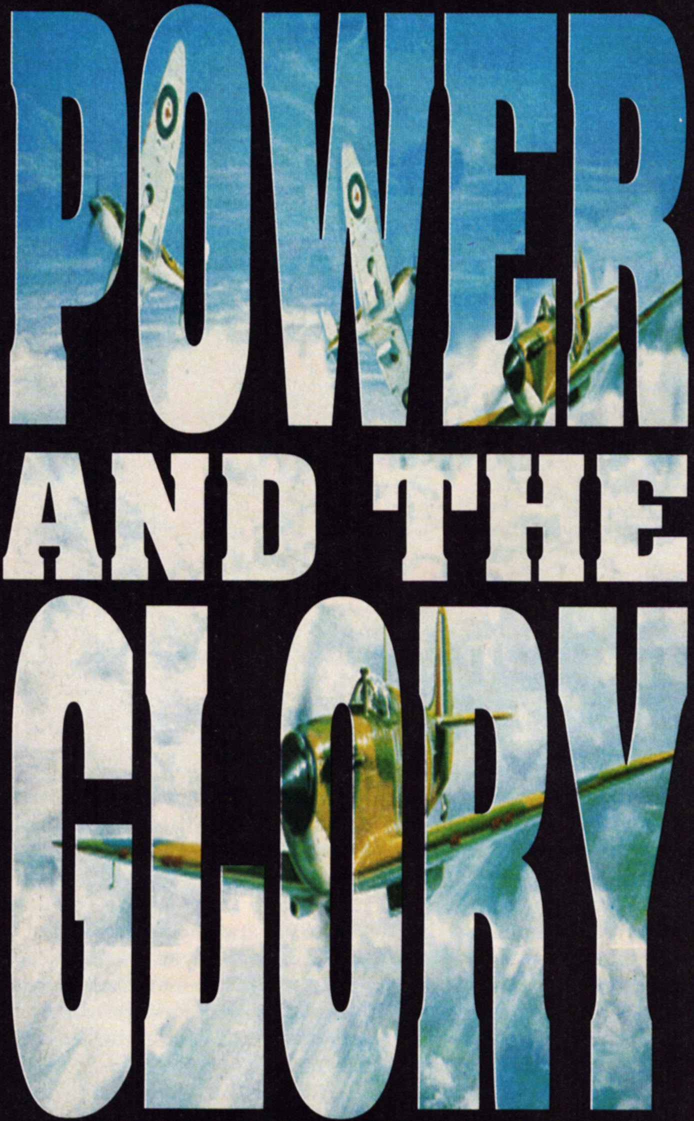

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REVIEWS

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THE SCORES

All elements of our games are rated out of a possible maximum score of a hundred. But what do the scores actually mean?

0-25	Rubbish. Offensively low quality.
26-49	Below average. Not acceptable by today's standards.
50-60	Above average. But still plenty of room for improvement.
61-70	Fair to good. Lots of nice points, but in no way perfect.
70-80	Pretty smart. Above accepted standards.
81-90	Extremely good. Top notch impressiveness.
90+	Simply excellent. Breathtaking.

THE OVERALL SCORE

Obviously, at the end of the day, when all is said and done, the Overall figure is the best gauge as to whether the game is any good or not. While representative of the elements, it is not an average of the other scores. That's why it isn't called THE AVERAGE.

DAVID UPCHURCH
Fizzy pop and fast cars are just some of the words you could use to sum up Wavey Davey's month. He's been putting his foot to the floor, keeping a hand on the steering wheel and remembering to mirror, signal, manoeuvre at all times whilst hurtling around racetracks to celebrate Domark acquiring the Formula One licence. It's gone to his head, you know - he's now started to grow a moustache, wear blue all the time and demand a load more cash to prevent him from working on an American magazine sponsored by a top film star. It's good to know that he didn't have to start being miserable as he's already got that off to a fine art.

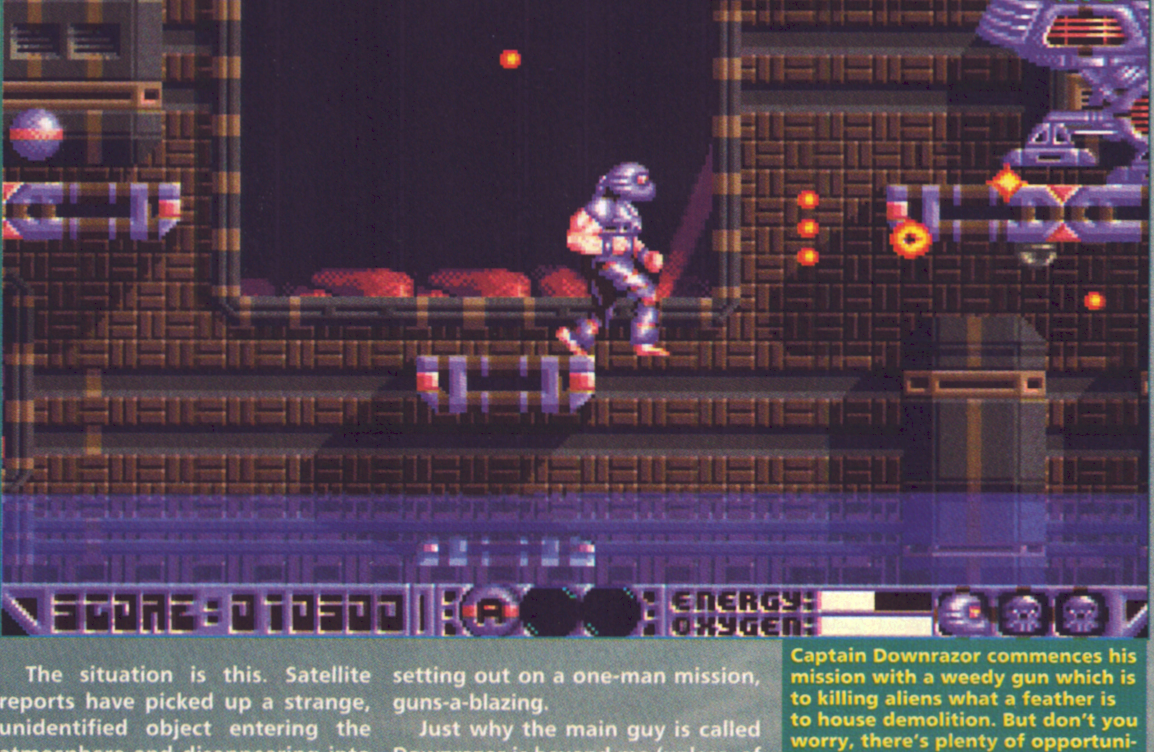
SIMON BYRON
The month began extremely pleasantly for all of us. The birds merrily sang songs of love and harmony to each other. Pedestrians strolled casually from cafe to cafe, window shopping on their way as they fondly thought of journeying abroad. Sad-types donned sunglasses whenever the light streamed through the hazy clouds because they thought they could look like Tom Cruise. It was hot out there. Then what happens? Simon 'Miserable' Byron sneaks off to Bournemouth for a week and the heavens open. He won't be allowed to do it again.

MATT BROUGHTON
You wouldn't believe it, girls, but Matt hides a deep and dark secret. He's an aspiring rock star, y'see, something we found out by accident when we turned up unusually early one morn and found him strutting his so-called stuff about the office, sporting animal-friendly leather trousers and singing INXS songs into a joystick. It turns out that he plays bass and sings for a band called Kiai (something to do with martial arts, apparently) and often plays gigs in prestigious venues such as the Rock Garden. Watch out Robbie, er, Matt, Luke and the other ones from children's favourites Take That - your days are numbered.

JENNY ABROOK
You wouldn't believe what young Jenny's been up to this month, you really wouldn't. Pushing the boundaries of taste to an unheard of low, our oh-so-lovely Art Editor has been shovelling large amounts of seaweed into her ever-smiling mouth whenever she can because, and I quote, "it's good for you". Let's just hope that she knows what she's doing because if the dubious-looking sea-stuff has been gathered from our very own waters then she's likely to make herself very ill. Either that or she'll turn into a Mermaid and have to design pages in the bath. Chance would be a fine thing.

DEEP CORE

Anyone got a snorkel and a pair of flippers? Quick, lend them to Simon Byron so he can descend to the very depths of the ocean and (once again) save the whole of mankind in ICE's latest shoot-'em-up.



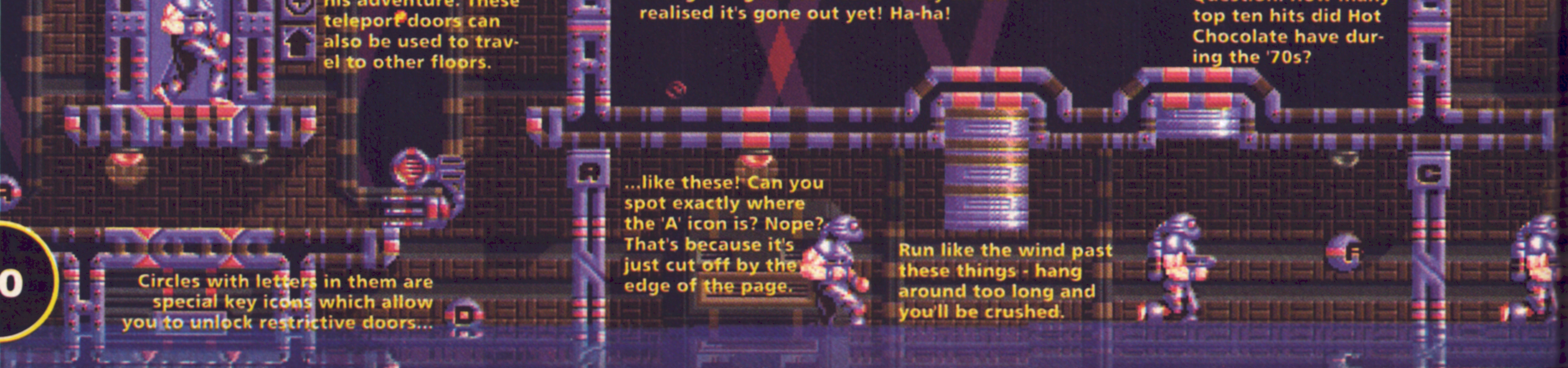
Captain Downrazor commences his mission with a weedy gun which is to killing aliens what a feather is to house demolition. But don't you worry, there's plenty of opportunity to upgrade your weapon by collecting the icons which are deposited by some aliens upon their demise. There are plenty of guns to choose from which vary from wild and wacky three-shots to high-powered lasers, with the more prettier ones generally being the most deadly. Fortunately they last for ages so there's no chance of you running out.

Imagine, if you will, how you'd feel if all the fish in the sea decided to strap an oxygenated water tank over their gills, slip on a pair of Dr Martens boots and slowly creep from the depths of the briny into our houses and start to rummage through our cupboards. Not a pleasant thought, is it? Imagine, then, how all the little fish must feel when we go snorkling or diving - it's pretty much the same situation but in reverse.

But there are some bods who don't dive just for a blummin' good nose around; professionals like the SAS (presumably), a few of the Royal Navy guys and Captain Downrazor are all professional divers who do it for cash and not for fun. Waddaya mean you don't know who Captain Downrazor is? He's the bloke who's about to save mankind, that's who, and you can take charge of him in ICE's tremendous new shoot-'em-up.

The situation is this. Satellite reports have picked up a strange, unidentified object entering the atmosphere and disappearing into the sea. At the same time the US Navy has lost contact with a nuclear research base 20,000 feet below the sea's surface. Putting two and two together to make "the aliens must have taken over the base", a sophisticated military plan has been put into operation, centring around Captain Downrazor (oooh - so butch!) setting out on a one-man mission, guns-a-blazing.

Just why the main guy is called Downrazor is beyond me (unless, of course, he was named by a vicar who was being attacked by a flying Gillette) but anyway you've got to try hard not to laugh and guide him through nine huge levels filled with increasingly hazardous layouts and aliens. Then, and only then, will the safety of mankind be restored. It is, as they say, up to you.



Here's where Captain Downrazor begins his adventure. These teleport doors can also be used to travel to other floors.

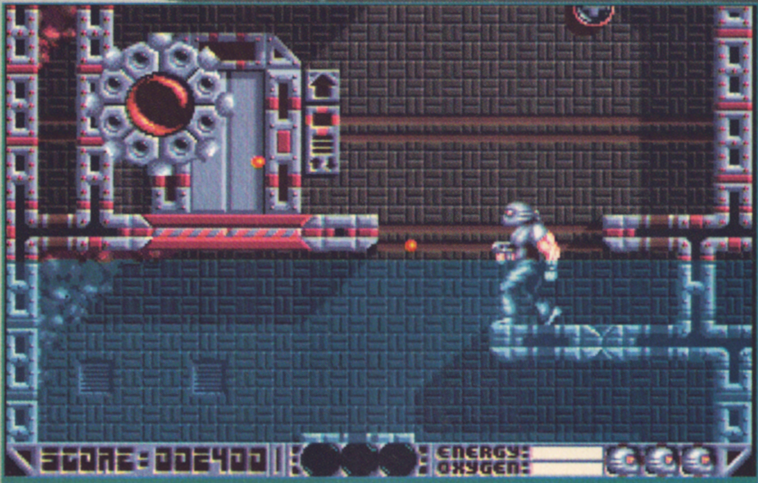
This big empty void doesn't do anything, so I'll share my joke with you. Ready? How many Group 4 security guards does it take to change a lightbulb? None - they haven't realised it's gone out yet! Ha-ha!

Er, another empty space. I know, we'll have a quick quiz. Question: How many top ten hits did Hot Chocolate have during the '70s?

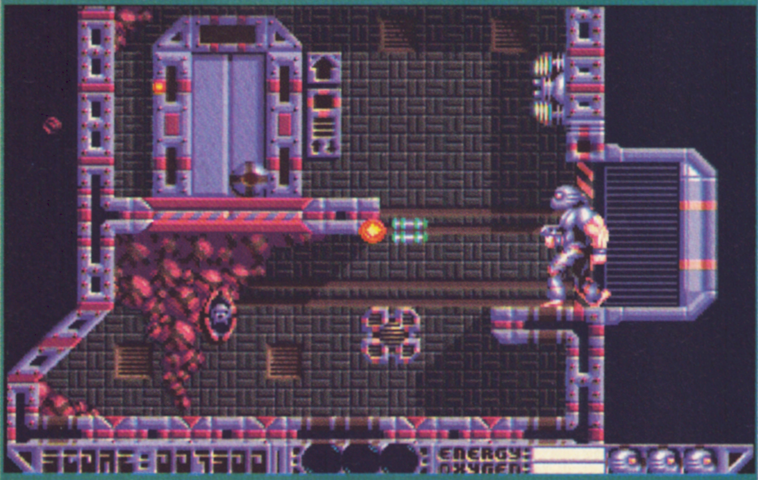
Circles with letters in them are special key icons which allow you to unlock restrictive doors...

...like these! Can you spot exactly where the 'A' icon is? Nope? That's because it's just cut off by the edge of the page.

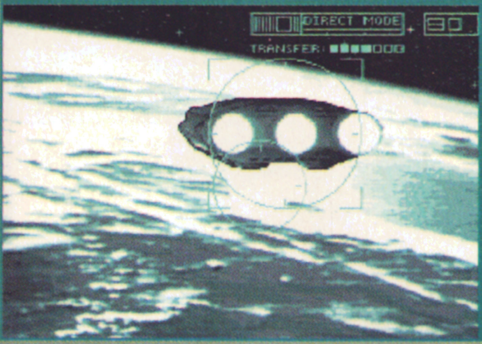
Run like the wind past these things - hang around too long and you'll be crushed.



Later levels begin with our hero submerged in water, his only route being upwards. He's equipped with a tank of air at all times but the longer he remains in the base, the less oxygen he'll have to shove into his lungs and if you don't collect extra supplies (which, like the power-up icons, are deposited by some creatures when you blow them up), he'll lose one of his three lives. Got that? Good.



As well as standard 'teleport doors' (shown on the big map), you can enter these lifts whenever you come across them. Whilst you may think that this provides an easy way upwards, they're often arranged to skip floors so you need to use a combination of these and teleports to scout all the other floors - along with all the relevant key-cards as well!



The animated intro may not be one of the most impressive we've seen but it's certainly atmospheric. It all starts deep in outer space as the alien droid is tracked by a weather satellite and followed through until it splashes into the sea. Then we witness a few fighter planes scanning the oceans until, finally, the display cuts to the title screen and the action begins...

THE VERDICT

Sorry to start off on a bad note but I wasn't initially impressed by Deep Core. The animated intro is nice, sure, but yet another unimaginative platform/shoot-'em-up game? Nah, we can do without it, I thought. But, having played it for some time, I have to admit to becoming rather hooked. To be honest, it's hard to explain why - after all, the game doesn't really shine in any particular area - but it plays well and has some nice touches. Graphically it varies from medium to good; some aliens aren't animated particularly fluidly but the water effects are excellent and extremely well implemented and deserve a special mention. What's also good is that the game is paced well - neither too fast nor too slow - so that everyone, whether they've just loaded it up or have been playing for hours, can plan sufficiently and react to whatever situation they're thrown into. For a game which on first impressions looks as if it might be a little too sluggish, the main character handles surprisingly well, with tricky leaps initiated easily, a necessity in platform-ish games. If there's one thing which could go against Deep Core it's the slight repetitiveness of the gameplay. In terms of variety, nothing too major is introduced, apart from some progressively fiercer aliens every now and again, and after five or six levels it could become a little tiresome for some. But for a game which isn't mind-blowingly original it just seems to hang together admirably and provides a pretty tough experience which most arcade fans will lap up. And you can't ask for much more than that, can you?

Publisher: ICE
Developer: Dynafield Systems Int.

£25.99 Out Sept

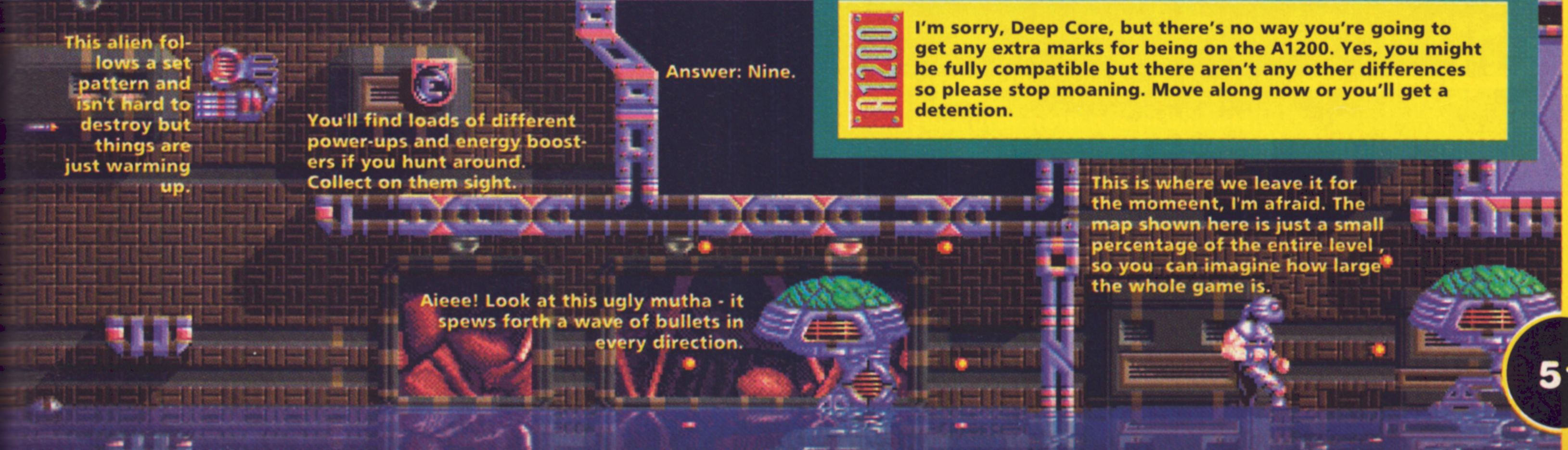
Joystick

MEMORY	DISKS
1Mb	3

GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL
80%	78%	79%	82%	81%

A1200

I'm sorry, Deep Core, but there's no way you're going to get any extra marks for being on the A1200. Yes, you might be fully compatible but there aren't any other differences so please stop moaning. Move along now or you'll get a detention.



This alien follows a set pattern and isn't hard to destroy but things are just warming up.

You'll find loads of different power-ups and energy boosters if you hunt around. Collect on them sight.

Answer: Nine.

This is where we leave it for the momeent, I'm afraid. The map shown here is just a small percentage of the entire level , so you can imagine how large the whole game is.

Aieee! Look at this ugly mutha - it spews forth a wave of bullets in every direction.

NICKY 2

Nicky Boom is back, back, back (not that David Upchurch ever knew he'd been away) for yet more platform antics and arcade adventuring in the latest release from Microids.

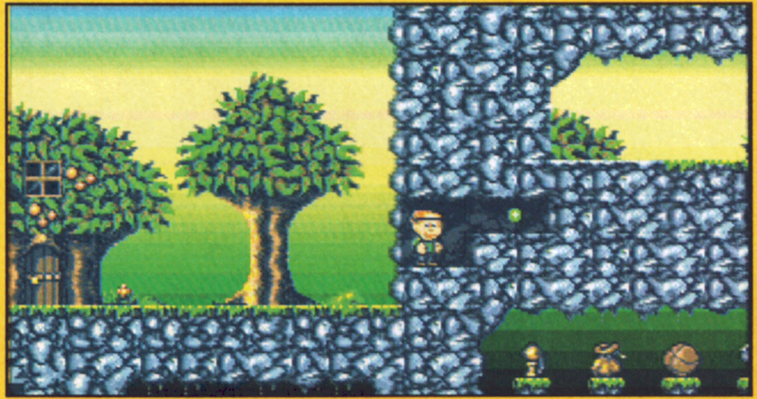
Nicky Boom? Never 'eard of it! But it must have existed at some point in time because now here's the sequel, rather snappily called Nicky 2. As I know everything (shut up, Simon) I reckon the only reason that I've never seen the original Nicky Boom must be because it never existed in our dimension, and somehow this sequel fell into a wormhole in space and was transported into our space-time continuum. Probably.

That's just my theory, of course, and it could be a load of crap. However, in the absence of any evidence to the contrary it's the most plausible explanation for Nicky 2's mysterious appearance I could think of.

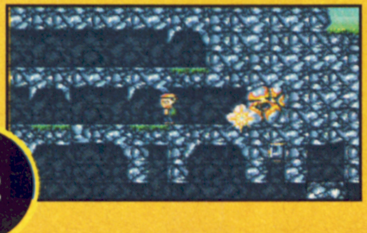
Anyway, and by whatever means, Nicky 2 is here (actually Matt's just informed me that the game turned up in the post, so I guess that throws my 'Wormhole Theory' out of the window) so I suppose I'd better tell you what it's all about...

It says here that the first Nicky Boom centred around the eponymous hero's adventures as he struggled to free his grandfather from the clutches of an evil witch. This he did, even managing to slay the witch in the process, and all was sweetness and light until, one day, a black cloud appeared over Nicky's forest home. Nasty monsters started roaming the wood's glades, roads and caves were blocked off and, worst of all, Nicky's toys disappeared.

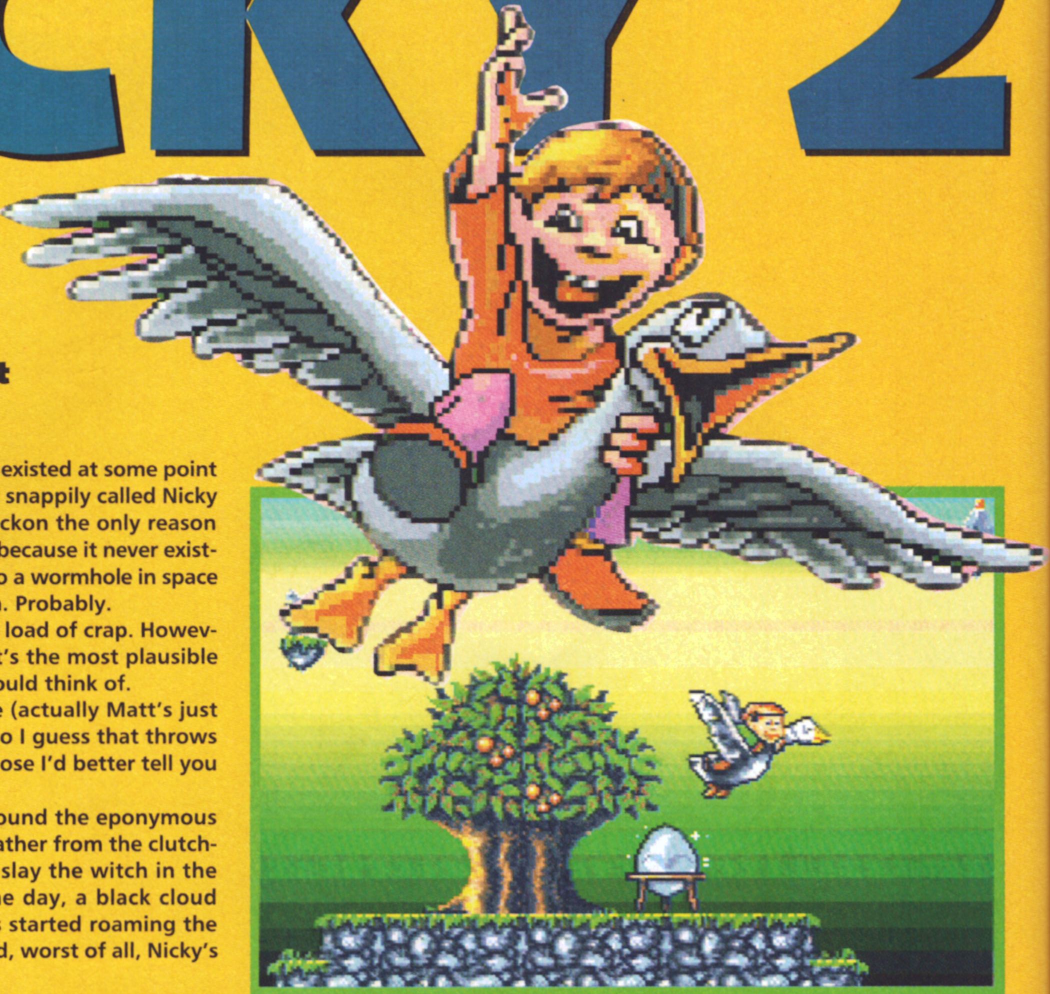
It soon becomes clear that the witch Nicky vanquished had a sister, with powers even more far-reaching and evil than those of her sibling. And now she's out for revenge on Master Boom and his woodland chums. Armed only with his impressive jumping skills, some bulky pockets to carry items around in and his grandfather's magic goose (?), Nicky must single-handedly confront the foul hag and put a stop to her. And hey! - who said originality was dead?



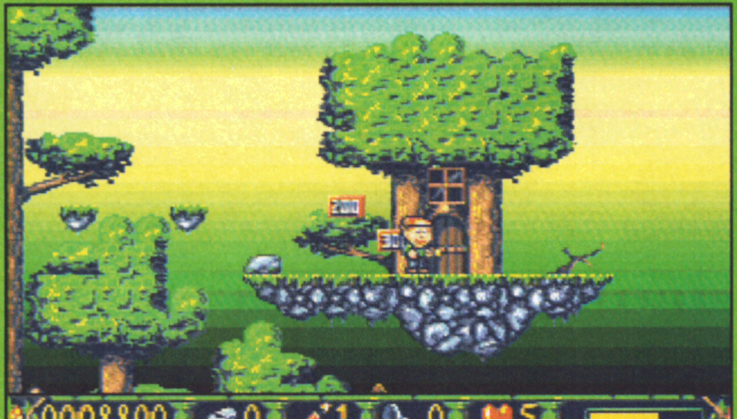
Some games have secret rooms containing optional bonuses, but not Nicky 2 - they're a necessity! Every level is riddled with concealed passages and ladders which are only revealed when Nicky or his bullets touch them. Although this adds an air of mystery, it can be a bit boring having to go around zapping every odd-looking block when you reach a dead end.

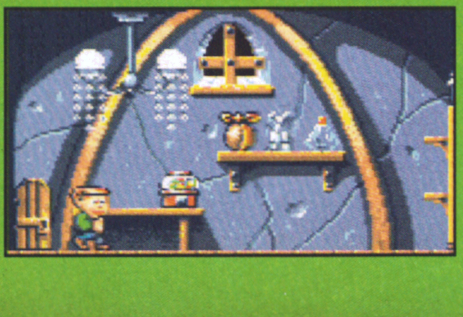


If you're wondering why Nicky's surname is Boom here's where I put you out of your misery. Nicky, you see, is a bit of a whizz with the explosives. Once he's found a stick or two of dynamite he can use them to blast open tunnels blocked by big boulders, as here, often revealing mega-bonuses in the process.

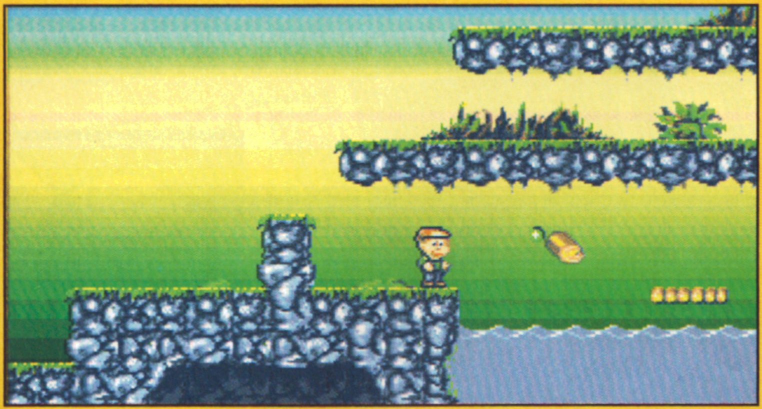


Nicky's grandfather, grateful for being rescued from the witch in Nicky 1, has lent Nicky use of his magical goose. Whenever Nicky finds one of the giant silver eggs, simply tapping Fire will cause a goose to pop out. Nicky can then hop on its back and use it to fly around the level. Although of limited practical use (the goose is too big to get through most of the tunnels and passageways) it's handy for scouting out bonuses and reaching higher levels.

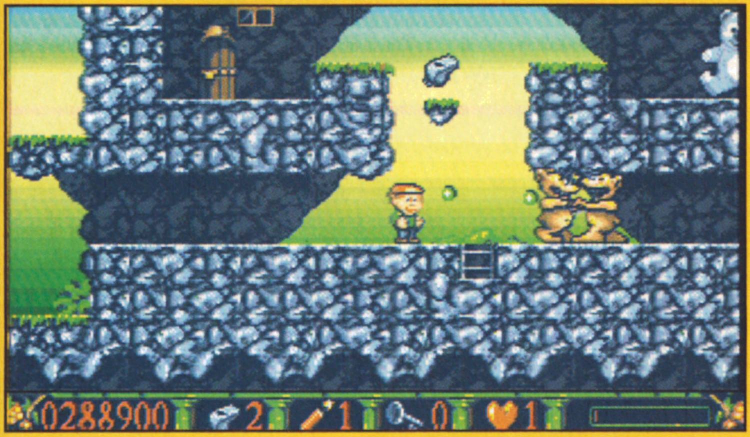




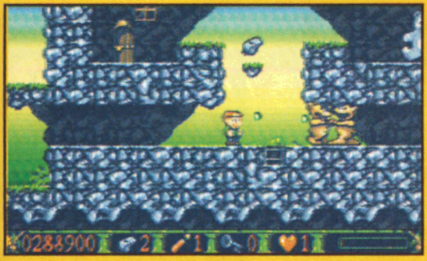
Dotted around Nicky's woodland home are little houses. Nicky can enter them by crouching down and hitting Fire (a peculiar way of opening a door to say the least) and inside he'll find all manner of weird and wonderful goodies just begging to be picked and turned into points. Yum-yum!



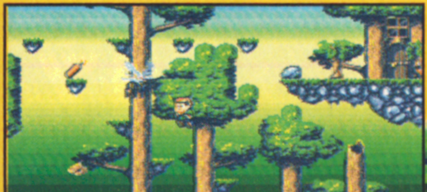
There's a small element of puzzle solving in Nicky 2. Here, for example, Nicky has to somehow get across this vast expanse of water and suffice to say one drop of the stuff will drown him. However, if Nicky scouts around he should find a magic log not too far away. If Nicky throws the logs at the water they form a bridge across to the other side. Hurrah!



Often throughout the game you'll be required to use teleporters (those mirrors with a 'T' in them) to access the more secluded areas of the level. Keep vigilant when whizzing around as it's easy to teleport straight into the path of a trundling nasty. By the way, that big teddy releases loads and loads of bonuses when zapped.



Nicky is can pelt the meanies with his little green blobs or jump on their heads Mario-style. Although riskier, the latter method also produces a point-packed bonus. Nicky can also find weapon power-ups such as apples (which can be thrown further than green blobs) and footballs (which bounce all over the place, smashing all in their path).



Nicky 2 wouldn't be a platform game without platforms (obviously), so here are a few for your inspection. Jumping between them is made far more troublesome than it looks due the fact that the controls are a bit sluggish and you're always under attack from nasties. To make matters worse some platforms give way when stepped on, sending Nicky diving for the ground.

THE VERDICT

Dated, that's the word to describe Nicky 2. Everything, from the plot through the gameplay to the graphics and sound, smacks of a game from the late 80s. That's not to say Nicky 2 is bad - as far as it goes it's quite an enjoyable little romp. However, it looks and plays more like a polished slice of PD rather than a new release worthy of £25.99 - in fact, Simon commented that it reminds him of Dithell's Wonderland, and, as much as I hate to admit it, he's right. Oh dear. The graphics are teeny-weeny and primitively drawn - Nicky's annoying wobbly gait and rapidly-oscillating eyes don't make him the most attractive game hero ever. Sound is just about acceptable, with the feeble spot effects compensated for by a jaunty in-game tune. Gameplay-wise there are several annoying 'features'. The narrow platforms can be hard to land on, given the sluggish reponse of Nicky to your joystick commands, and this is not helped by the fact that you can fall off the edge of a platform even though you're obviously still standing on it. The levels are big which, while giving fans of exploring plenty to get their teeth in, may be a little too sprawling for most - I found I spent ages wandering aimlessly about trying to find the hidden keys so that I could progress. There's also hardly any variation between levels. At least there's a password option so you don't have to keep replaying the bits you've done. All in all Nicky 2 is moderately entertaining stuff, but whether you'll feel you've got your money's worth from it is debatable.

Publisher: Microids
Developer: In-house

£25.99 Out Now

Joystick

MEMORY	DISKS
1Mb	1

GRAPHICS 64%

SOUND 71%

PLAYABILITY 69%

LASTABILITY 75%

OVERALL 66%

A1200
100% compatible, with no differences at all to the standard A500/A600 version.

UNIVERSAL WARRIOR

"The combat zone. A substitute for war." Blimey, that's dramatic! Matt Broughton stuffs tons of fruit down his pants and has a look at this steaming budget release.

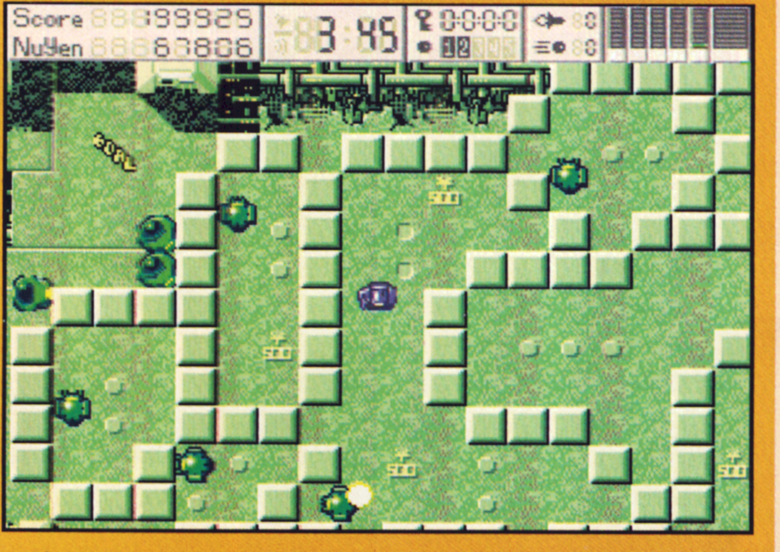
Zeppelin are obviously not ones for deep storylines as this, their latest budget release, puts you straight into the combat zone with only three objectives: stay alive, make lots of money and don't worry about the fact that there's no plot to speak of.

This is a 'tank in a maze' type game in the style of Cytron/Gauntlet, with you looking down from above whilst guiding your warrior droid through the many levels in search of credits and your goal location before the time runs out. The levels are - as you might expect - filled with other droids intent on your destruction and they'll be quite happy to drive into you at great speed if they don't have a weapon of their own.

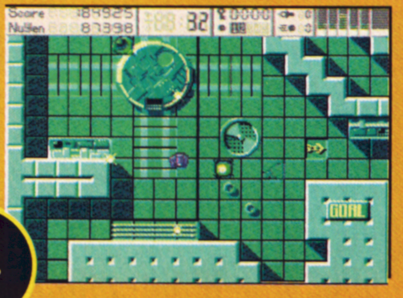
As well as looking for credits left about as you journey towards the level exit, there are keys to be collected which allow access to other parts of the maze. Some levels are just a simple drive-thru affair whereas some will require manipulation of pressure pads to open and close sections of walls in your way.

Your droid isn't exactly a Skoda and can be souped-up with various 'toys' that can be found in Alpha City. This is the 'between levels' section where you can choose to enter any of the shops on offer. Big Al's Second Hand Emporium, Roy's Repairs and Sid's Taverna are just some of the places to go if you're looking for new or used goods. If you're feeling particularly confident, you can also visit the Tote Betting Shop where money can be made by betting on you performance for the next level.

Your droid's performance is governed by the quality of its five main components - communications unit, force field, weaponry, drive unit and armour. Weaponry can be upgraded to give you more powerful and varied guns as well as missiles which roam across the screen beautifully looking for something to kill.



As the mazes get more complicated you'll find that you can't just zoom off to the goal but have to first move obstacles using a series of pressure pads. Doors must also be opened with the correct keys and teleport pads must be used to send you to otherwise inaccessible areas. Gaps in the maze floor offer a quick and instantaneous death, while running into large guns can do enough damage to leave you badly crippled.



In some places you'll need to climb to a higher level using steps, which are shown below me here. To get up the steps you'll need to give your speed a boost with a tap on the Return key - something that isn't just useful for steps. You have a limited number of boosts, shown under the missile count, but fortunately for me there's a nearby pick-up worth three more boosts - they're slightly rippled with a flat underside.

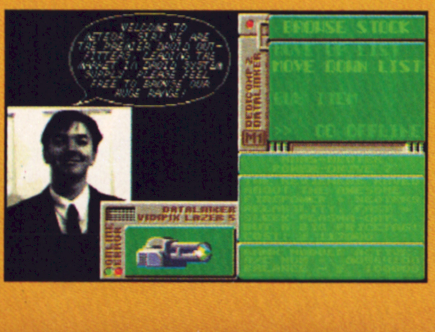
THE VERDICT

As you can see from screen shots, Universal Warrior is simple stuff. The graphics aren't out of this world but are nice and sharp and do the job as well as any, while the sound blips and crunches at the appropriate moments. The baddies vary from thick wandering weeds to intelligent tanks that follow you and shoot on sight which can prove quite difficult to deal with if you've taken enough damage to affect your driving, and the overall difficulty curve is well-judged. The Alpha City section is nice as it breaks up the game and also gives you the chance make any repairs and, of course, the all-important chance to bung tons of extra weapons onto your droid. I can't go without mentioning the gorgeous missiles that scoot around the screen - love 'em! I also liked the fact that you can buy add-ons from either a legitimate retailer or the black market, giving you access to larger weapons at less cost but with a risk of it suddenly letting you down. You can also get insurance for your droid, but any parts of it that have been illegally purchased will not be covered. This is lovely and simple and the perfect sort of thing to put on the budget market. It's perfect for a quick five minute romp but stands up well if you want to spend time building yourself a wonder-droid. Jolly good fun.

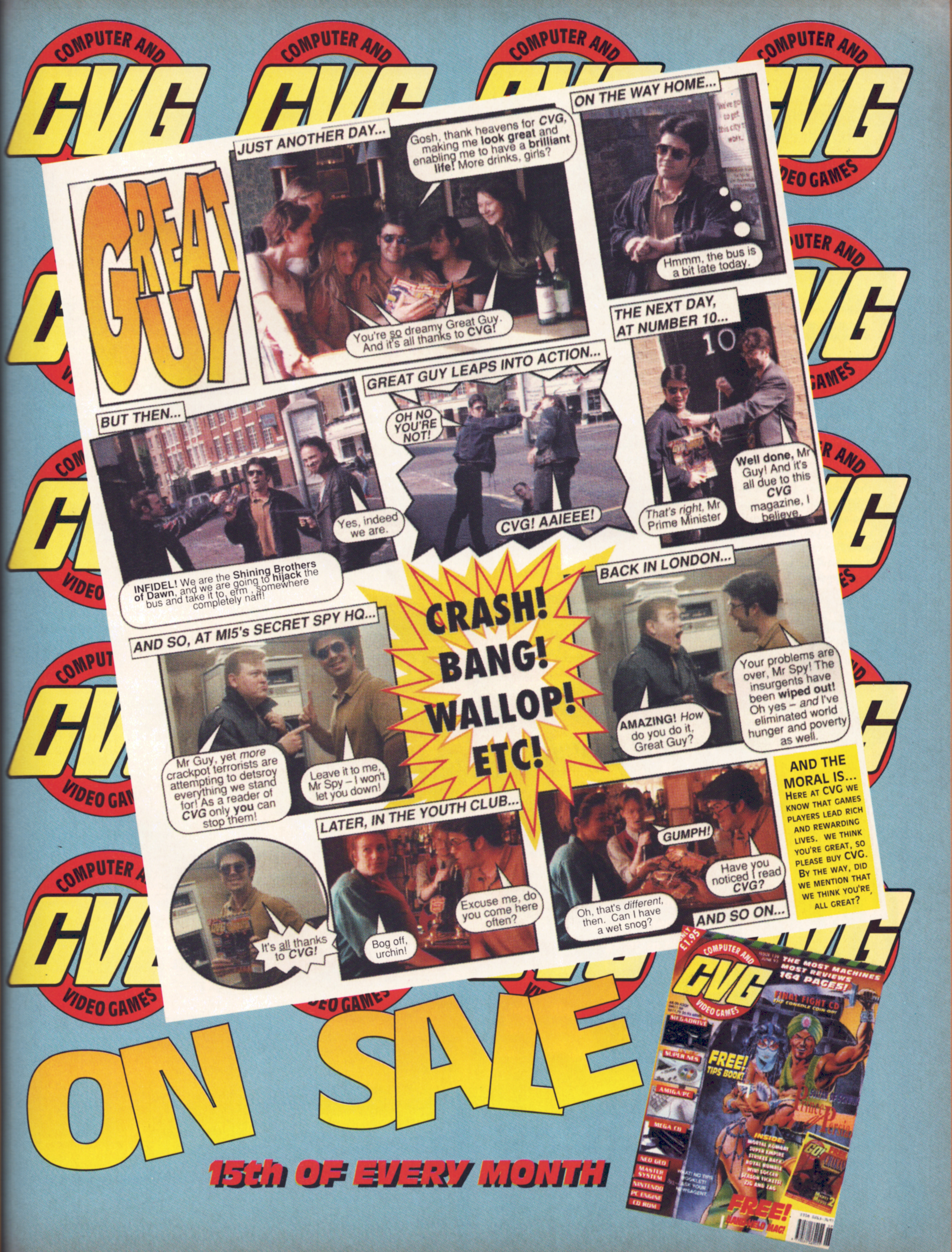
Publisher: **Zeppelin Platinum**
Developer: **In-house**
£9.99 Out Now
Joystick/Keyboard
MEMORY 512K
DISKS 1

GRAPHICS 78%
SOUND 70%
PLAYABILITY 81%
LASTABILITY 89%
OVERALL 80%

A1200 Fully compatible with no obvious improvements at all, as always seems to be the case with arcade games. Dave tried to explain to me why this was, but I fell off to sleep halfway through. Don't tell *him* that, though...



Enter one of the many shops in Alpha City and you'll be treated to a digitised assistant who will be more than willing to help you spend your precious credits. Weapons, armour and general droid improvements can be bought here for a price - nothing's free - and then taken to the workshop to be fitted onto the droid. It's worth keeping a spare because you never know when something is going to fall off.


GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
Yes, indeed we are.
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm , somewhere completely naff!
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT!
CVG! AAIEEE!
THE NEXT DAY, AT NUMBER 10...
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
That's right, Mr Prime Minister
AND SO, AT MI5's SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me, Mr Spy – I won't let you down!
CRASH! BANG! WALLOP! ETC!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.
It's all thanks to CVG!
LATER, IN THE YOUTH CLUB...
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG?
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS...
HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?
COMPUTER AND CVG VIDEO GAMES
ONLY £1.95
THE MOST MACHINES MOST REVIEWS 164 PAGES!
FINAL FIGHT CD THE CONSOLE COIN-OP!
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MEGADRIVE
SUPER NES
AMIGA/PC
MEGA CD
NEO GEO
MASTER SYSTEM
NINTENDO
PC ENGINE
CD ROM
INSIDE: MORTAL KOMBAT SUPER EMPIRE STRIKES BACK ROYAL RUMBLE WINI SOCCER SEASON TICKETS! ZIG AND ZAG
FREE! HAND-HELD MAG!
ON SALE
15th OF EVERY MONTH

SIM LIFE

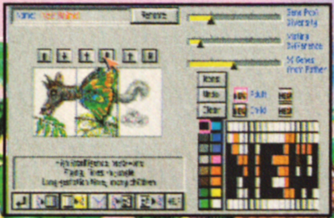
They called David Upchurch mad, but the fools didn't know that he had discovered The Secret Of Life! Maxis' SimLife, to be precise...

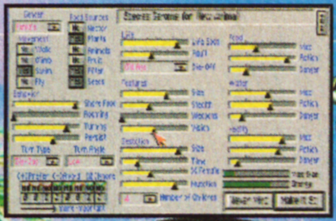
ANIMAL FARM

You're provided with a range of pre-designed animals and plants to get you started (including such exotic creatures as brontosaurii and dragons!). However, you'll soon want to start tinkering with their genetic make-up and even creating your own unique lifeforms.

At the simplest level, this is done on the screen below-left by altering the head, body and tail sections. The head governs whether the animal is a carnivore or herbivore and how intelligent it is, the body whether it walks, flies or climbs and the terrain it prefers and the tail how it reproduces. Bear in mind that the pictures only indicate the animal's abilities and don't actually reflect how it looks!

This is all well and good but changing the body parts only affects the animals broad abilities. If you want to make more far reaching changes you'll have to call up the screen below-right. This lets you alter how the animal reproduces, how it reacts to its environment and even how it moves!





You know, it's great being the boss. From the Editor's chair, perched high over the editorial slave pits, I have full view of the grubby desks where Simon and Matt slave away writing the not-quite-so-brilliant bits of The One (i.e. the bits I don't write).

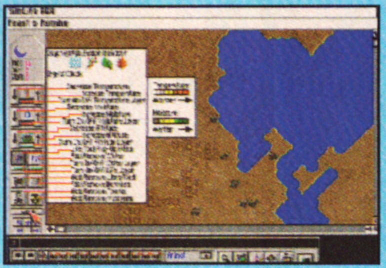
Although a lonely place, my pleasures are many. As I sip cocktails and cheesy snacks brought up to me by the lovely Jenny, I occasionally press a button on the handset built into the arm of my chair, sending 20,000 Volts through the slacking dolts below. Some say this treatment of my staff is cruel, but I prefer to think of it as a sort of incentive scheme. And anyway, it gives me a laugh - sometimes it takes hours for Simon to untwist his leg from behind his head, you know.

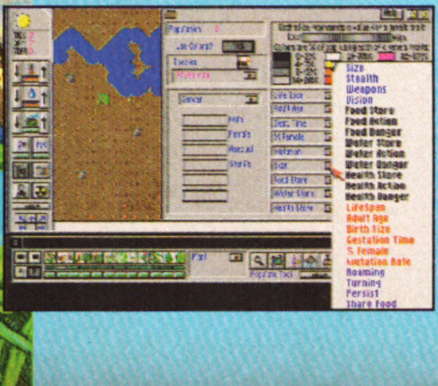
But although the power I wield is awesome, I still hanker for more. So you can imagine the glee with which I set upon SimLife when it came in for review. Not only does it let me create my own unique worlds, each teeming with various flora and fauna, it even allows me to tinker with each plant and animal's genetic make-up! [Pause for maniacal laughter.]

SimLife's not a game in the strict sense of the word. There are no real goals to try to achieve, and any sense of success or failure is totally self-defined. Maxis call it a 'software toy', in the same vein as the company's previous releases SimEarth and A-Train. It's the sort of thing you mess around with, with enjoyment coming from seeing what would happen if, say, you altered the climate or changed a Llama's reproduction rate or smashed a comet into the planet (yes, you can even do that).

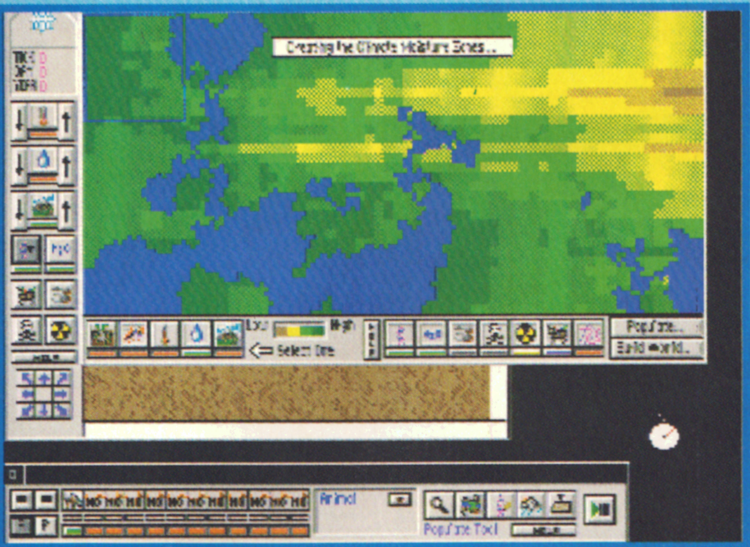
Obviously, then, SimLife's not a game that's likely to have mass appeal but if the idea of being God for a day gives you a buzz then read on...

(Below) SimLife is a big, big, big program and it'll take you several days before you even get close to fathoming its depths. One thing that does help, though, is the built-in interactive tutorial which leads you, step by step, through the game's complex mechanics. Another good idea is the 'Help' icon which, when clicked on, brings up a panel showing you what all the other icons do. This is very handy, especially given the small and sometimes obscure nature of the icons on display.



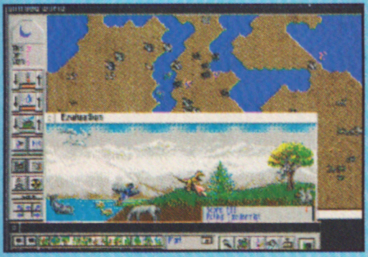


(Left) Given the amount of stuff going on at all times you'll no doubt have trouble keeping track of what's going on where, which is why the census windows are so useful. These give you loads of information on just about everything, like the number of deaths and what caused them, population diversity and much more besides. Keeping track of the variations of these charts will allow you to make general judgements as to how your ecosystem is functioning.

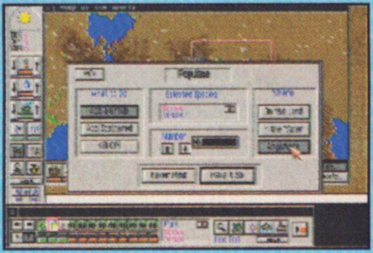


Creating the Climate Moisture Zones...

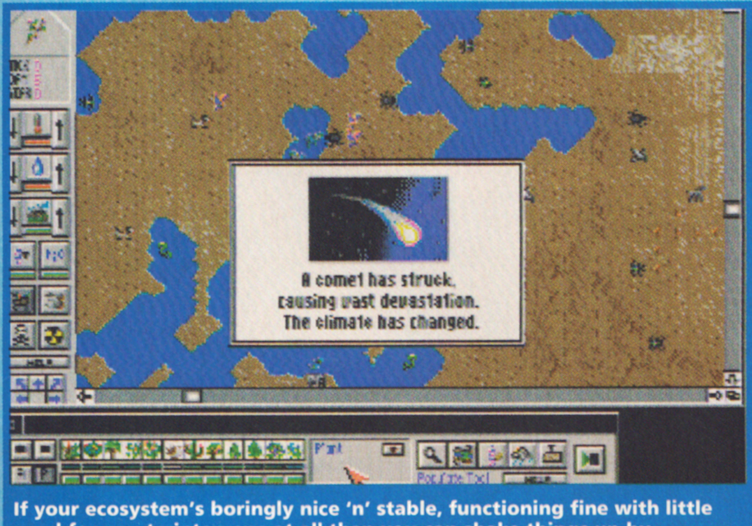
SimLife's programmers have thoughtfully provided the player with six scenarios, boasting such intriguing titles as "Roaches' Revenge" and "The Battle Of The Sexes". However, if none of these take your fancy you can always design your own world. Using the sliding bars on this screen you can define a number of variables, such as how big the planet is and the weather variation. Once you're happy with the set-up, the computer will trot off and, after a few minutes, generate a random planet. If you're unhappy with the end result, there are icons that let you manually alter the mountains and expanses of water.



Although SimLife couldn't really be termed a game, the programmers have still provided for the hi-score freaks out there with this, the evaluation screen. The score varies during the game depending on how well and how long you do a good job. You can also get additional summarised information on how well the various areas of your ecosystem are performing by clicking on the drawings of animals and planets in the pretty picture.



A barren world is of no use to anybody, so you'll need to seed it with lifeforms. From this screen you can spread seeds and baby animals far and wide across the globe. You can specify how many lifeforms to distribute, whether they're to be scattered evenly or clumped together and whether they should be placed on land, water or both. If you're feeling particularly malicious you can even use this screen to wipe out whole species in one fell swoop!



A comet has struck, causing vast devastation. The climate has changed.

If your ecosystem's boringly nice 'n' stable, functioning fine with little need for you to intervene at all then you can shake things up by introducing one of a variety of natural disasters, consequently throwing the whole ecosystem into disarray. The disasters on offer range from the relatively mild, like heatwaves, through the more damaging such as floods to major league catastrophes like comet impact. If you fancy living life on the edge you can leave the computer to introduce disasters at random points throughout the game.

THE VERDICT

A1200

If you're truly interested in ecology then it's SimLife you should be playing rather than the eco-trendy Global Gladiators. After you've played for a bit you'll soon realise how frighteningly easy it is, with just a few minor changes to the climate or the food chain, to send a functioning, sustainable ecosystem into disarray. Makes you think, I can tell you. [Pause for thought]. Even though ecologists, geologists and geneticists would no doubt find some of SimLife's simplifications laughable (the planet's winds, for example, only blow in a straight line from the left-hand side of the map to the right) SimLife is still an admirably ambitious project. Indeed, it's the sort of thing that would be perfect for educational demonstrations, though given the complexity of the user interface and the plethora of diverse options available I doubt whether you could expect the average schoolkid to get anything out of playing it - even after using the (admittedly excellent) manual and computer-assisted tutorials, on-line help and days of struggling I still found it tough setting up even the simplest of ecosystems, or at least one where everything didn't die within a few days. Incidentally, SimLife's not a game I'd recommend you buy if you're going to play it on your telly - some of the teeny-weeny text is hard to read even on a crystal-clear monitor screen. Though I loathe to descend into cliché, SimLife really is a 'game' that you'll either love or hate. It's deep and worthy but perhaps a little dull for some tastes and definitely not for the intellectually challenged or limited of patience.

Publisher: Mindscape
Developer: Maxis

£29.99 Out Now

Mouse/Keyboard

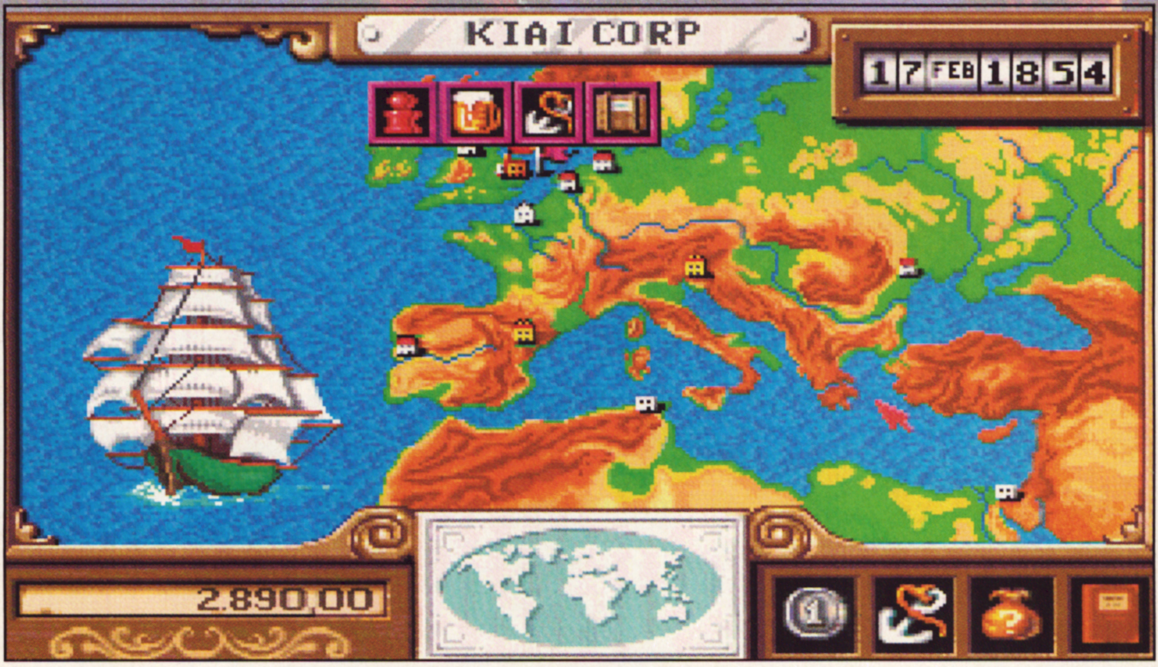
MEMORY	DISKS
2Mb	4(3)

GRAPHICS	70%
SOUND	30%
PLAYABILITY	65%
LASTABILITY	75%
OVERALL	74%

There will be a version of SimLife for the A500/600 machines, which should appear around September time. Mindscape warn that you'll need a machine with at least 1.5Mb of memory to run it though - anything less and the game crawls along. Given that the game could hardly be called nippy on an A1200, one wonders how well it'll fare on the substantially slower basic Amiga, 1.5Mb of RAM or not. Other than that, and a few graphic tweaks and downgradings, the game should be more or less identical.

1869

Trading is no mystery to an Elite fan who has been known as 'deadly' in his time. With Flair's latest, Matt Broughton tries out a different sort of ship and tests his trading skills on the open seas of the 19th Century.



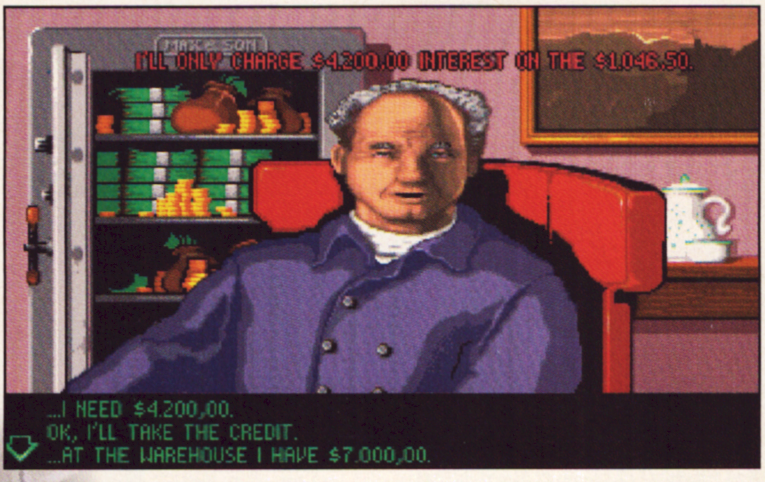
Cue the accordion music. Cue the salty smell of sea dogs. Cue scurvy and rickets. Yes, I believe the scene is set for the latest offering from Flair Software - 1869.

Trading games have always been popular on the games scene, from simple profit-and-loss ventures to the classic Elite, but there hasn't been one quite so historically accurate as 1869 for quite a while.

The manual included with the game is thorough to say the least and spends 94 of its 124 pages giving an historical overview of the world in the 19th Century, including such absholutely fashinating topics as imperialism, the colonial powers, the wave of immigrants and - of course - shipping. Though not essential for success in the game, it actually proves to be fairly interesting. Strange, huh?

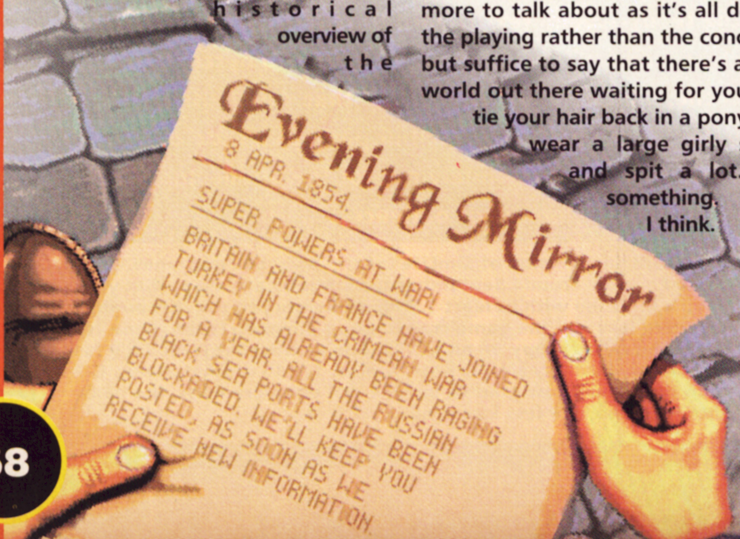
Once you've picked your starting location, it's down to you to invest in stock that can be profitably sold world-wide, as well as manage your ship and crew without upsetting too many people. There's not really a lot more to talk about as it's all down the playing rather than the concept, but suffice to say that there's a big world out there waiting for you, so tie your hair back in a ponytail, wear a large girly shirt and spit a lot. Or something. I think.

(Above) Once you sorted out a crew and cargo it's time to select the next port of call and be on your way. It's from this screen that most of the options can be accessed from checking out the ship's status to voyaging to specific locations in each country. Clicking on the calendar acts as an 'end turn' which will send you spinning into the future. There are also crossing time records which can be broken to earn large cash rewards - lovely.



I'LL ONLY CHARGE $4.200,00 INTEREST ON THE $1.046,50.

...I NEED $4.200,00.
OK, I'LL TAKE THE CREDIT.
...AT THE WAREHOUSE I HAVE $7.000,00.



Evening Mirror

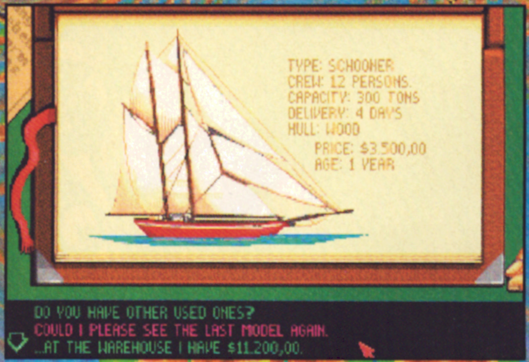
8 APR. 1854.

SUPER POWERS AT WAR!

BRITAIN AND FRANCE HAVE JOINED TURKEY IN THE CRIMEAN WAR WHICH HAS ALREADY BEEN RAGING FOR A YEAR. ALL THE RUSSIAN BLACK SEA PORTS HAVE BEEN BLOCKADED. WE'LL KEEP YOU POSTED, AS SOON AS WE RECEIVE NEW INFORMATION

(Left) If you want extra realism, you can turn on the 'Historic Flashes' option whereby news updates pop up from time to time, showing you different historic occurrences that relate to the date. These can radically affect your game, making stretches of water dangerous or putting countries into a state of war - particularly bad news if you happen to be in one of them at the time.

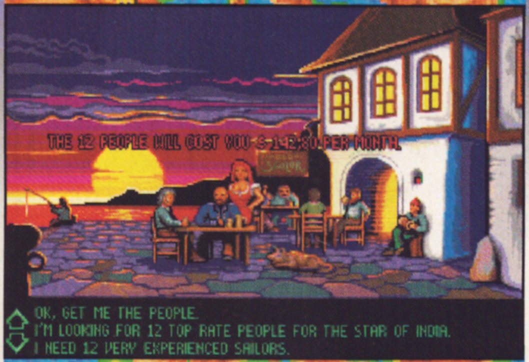
(Above) You're won't last very long without a large wad of hard cash behind you, but luckily this nice fat banker (who I will refrain from commenting that he looks a bit like an aging Dave) will happily lend you dosh - with high interest obviously - to pay for ship repairs and buying goods. If things get tight you can extend your credit, but it will catch up with you in the end.



TYPE: SCHOONER
CREW: 12 PERSONS.
CAPACITY: 300 TONS
DELIVERY: 4 DAYS
HULL: WOOD
PRICE: $3.500,00
AGE: 1 YEAR

DO YOU HAVE OTHER USED ONES?
COULD I PLEASE SEE THE LAST MODEL AGAIN.
...AT THE WAREHOUSE I HAVE $11.200,00.

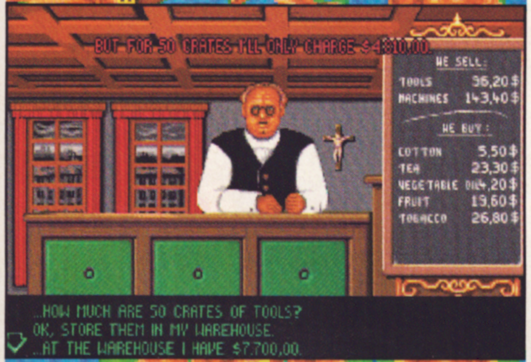
Ah, the shipyard - the first real opportunity to spend some money. If you're particularly loaded you can commission these nice men to build you a magnificent vessel. Unfortunately I'm as poor as a Maxwell pensioner so I'll just look through the used boat book. Only four days and it will be mine, oh yes, it will be mine.



THE 12 PEOPLE WILL COST YOU $ 142,80 PER MONTH.

OK, GET ME THE PEOPLE.
I'M LOOKING FOR 12 TOP RATE PEOPLE FOR THE STAR OF INDIA.
I NEED 12 VERY EXPERIENCED SAILORS.

Like a sheep dog without any legs or a squirrel without any nuts, your ship is useless without any crew. The local tavern is the perfect place to pick up some hardy men and for a price they will be at your command within eight days. If you ply pub patrons with booze, there's also a good chance that they'll give you some advice.

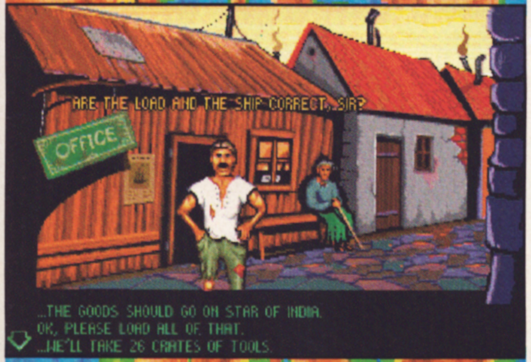


BUT FOR 50 CRATES I'LL ONLY CHARGE $4810,00.

WE SELL:	
TOOLS	96,20 $
MACHINES	143,40 $
WE BUY:	
COTTON	5,50 $
TEA	23,30 $
VEGETABLE OIL	4,20 $
FRUIT	19,60 $
TOBACCO	26,80 $

...HOW MUCH ARE 50 CRATES OF TOOLS?
OK, STORE THEM IN MY WAREHOUSE.
...AT THE WAREHOUSE I HAVE $7.700,00.

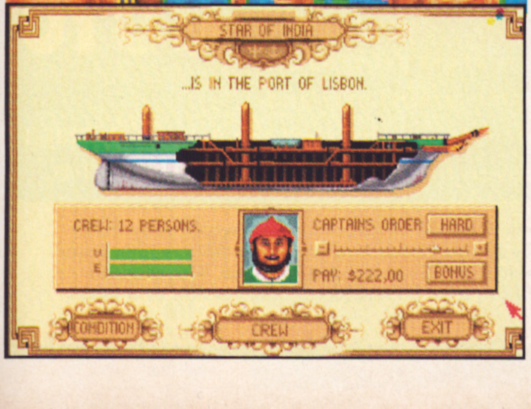
In each country you will find traders ready and willing to do business with you. Each trader will specialise in buying and selling particular commodities and the 'Elite' method of success can be employed here by finding out which two countries have opposite stock interest. Mind you, the world's a jolly big place you know.



ARE THE LOAD AND THE SHIP CORRECT, SIR?

...THE GOODS SHOULD GO ON STAR OF INDIA.
OK, PLEASE LOAD ALL OF THAT.
...WE'LL TAKE 26 CRATES OF TOOLS.

You start the game with only one store in the port of your choosing but you can set up more as you traverse the globe - for the right money, obviously. Your store keeper will look after your precious stock and load it onto the ships as and when you need it. Try not to build up excess stock, though, as it ties up your capital.



STAR OF INDIA
...IS IN THE PORT OF LISBON.
CREW: 12 PERSONS.
CAPTAINS ORDER
PAY: $222,00

You're not going anywhere until your ship is sea worthy and your crew is happy. Now what would make them happy? Oh yes, money. You can set how much you pay your crew and also how easy going or hard you'll be with them here. Too soft and they'll become lazy, too hard and they'll dump you at the next port of call.

THE VERDICT

I feel a bit of a git attacking this game as it all works very nicely and looks quite pleasant, but at the end of the day it just doesn't provide the general games player with anything to get very excited about. Elite is my favourite game of all time, so I'm certainly not against trading games, but where 1869 suffers is in its severe lack of character. It doesn't matter which country you visit as all locations are represented by the same picture and all the main characters that you talk to are identical. I know that this is purely cosmetic but with a trading game you do need touches like this to add a bit of anticipation - as it stands there's no real reward for sailing halfway across the world because the people and places you visit look the same as those from where you came. The conversation system is also a bit repetitive as you never really control the conversation, just give directions as to which stock you want or what ship you want. It's also a bit strange, don't you think, that no matter where in the world you are the same three blokes are always down the pub (and probably called David, Simon and Matt). On the positive side, the player interface is very friendly and you can immediately leap into 'action' without really needing to plough through the instructions. The graphics that are there are also very well presented with some nice touches (e.g. the pages of the ship 'catalogue' turned by hand) and, though sound is a bit redundant in these sort of games, there are a few tunes and spot effects thrown in for good measure. Ultimately I wouldn't recommend this to someone unless they were really excited by the thought of endless buying and selling with a bit of strategy thrown in. Unfortunately, I don't know anyone like that.

Publisher:
Flair Software
Developer:
Max Design

£25.99 Out Now

Mouse/Keyboard

MEMORY	DISKS
1Mb	3

GRAPHICS	77%
SOUND	71%
PLAYABILITY	69%
LASTABILITY	71%
OVERALL	71%

A1200

Yes! There's an A1200 version! It's much improved, with graphics as good if not better than those on a PC, sound improving across the board and a much more impressive running speed. This version comes on four disks rather than three, and is good enough to add a few percent to both graphics, sound and overall scores.

GALACTIC WARRIOR RATS

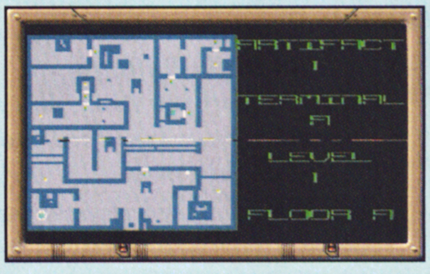
According to Alternative, this new budget release stars "rats with a rrr-attitude!" "Oh very clever," ponders our own King Rat, David Upchurch.

Rats do not good computer game heroes make. Let's face it, it's hard to feel any empathy for an animal that was instrumental in bringing the Black Death to Britain in the Middle Ages and wiping out half the country's population. The Pied Piper had the right idea - drown the not-so-little fleabags.

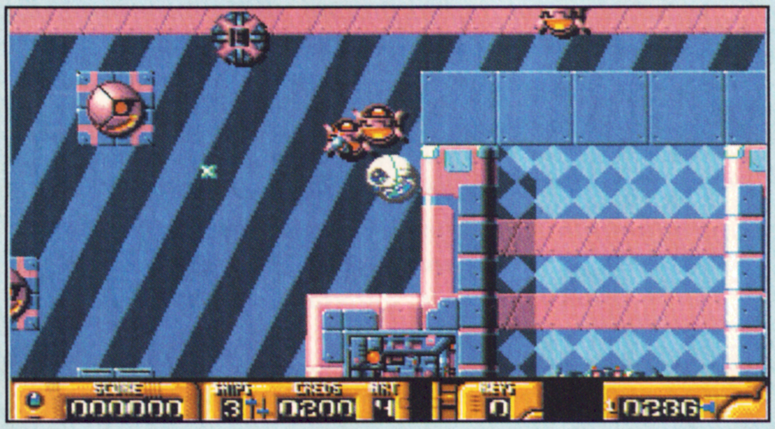
Obviously Alternative Software is prepared to forgive and forget though, as they've made three of the filthy, repulsive creatures the stars of their new budget game. The action takes place on the planet Smeaton 5, where three rats found themselves after the colonists' ship they had hitched a lift on crashed. The ship's crumpled reactor sprang a leak and it wasn't long before they mutated into giant, intelligent creatures.

All was going well until the Grand Universal Mining Company turned up and decided Smeaton 5 was so polluted and horrible (a perfect rat environment, in other words) it had to be blown up. The rats, of course, weren't too chuffed at this potential threat to their home and very existence and so ventured into the company's main complex in an attempt to disable the bomb.

Galactic Warrior Rats, then, is a top-viewed arcade adventure with the emphasis on arcade action. In fact, it's very similar to Universal Warrior, also reviewed this month, with the player having to guide the rats through the mining complex, blasting security droids, collecting keys to open doors and picking up credits to buy tougher and more effective weapons.



You'll often come across computer terminals which you can log onto by bashing into them and tapping Fire. These give you access to a level map and also let you into the shop where you can swap between rats if you're low on energy.



Most of the time this is what you'll be doing - trundling around the glossy landscape, blasting roving 'droids and gun turrets. Slain nasties leave behind credits and sometimes keys, which you'll need to access sealed-off complex areas. Your aim on each level is to locate the scattered power sources and shut them down. When all have been deactivated you can move on to the next level.

THE VERDICT

Isn't it strange that we should get two near-identical games in for review in the same month? Although Universal Warrior and Galactic Warrior Rats obviously look and sound different, in terms of gameplay there's not a lot to choose between them. If I had to pick one as the superior game then I'd have to say that Rats has the slight advantage, simply because it looks and sounds a lot nicer. The graphics are clean, crisp and polished while the sound, though hardly spectacular, is pleasantly meaty. Rats lacks some of Warrior's cleverer touches, like the way that you have to use boosters to clamber over certain obstacles, but makes up for it with lots more action - you can't trundle more than a few feet without having to shoot something. The weapons upgrading aspect of the game is also inferior to Warrior's - it's very simplistic yet clumsily implemented, making bolting weapons onto your craft far more tiresome than it need be. I missed Warrior's dodgy 'black market' upgrades, too, which added a nice element of suspense to the blast-'em-up action if you were too impatient to save up for the good stuff. All the same this is an impressive budget release. One thing I would warn you, though, is that Rats is damn tough, and lesser players might get tired of traversing the same ground over and over again as they struggle to reach the next level. Still, I suppose this adds to the game's already excellent VFM.

Publisher: Alternative
Developer: Mikev Designs

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MEMORY 512K

DISKS 1

GRAPHICS 80%

SOUND 75%

PLAYABILITY 79%

LASTABILITY 80%

OVERALL 80%

A1200

You have to fiddle with the boot menus (which they don't tell you in the instructions) but otherwise Rats is fully compatible with no improvements or problems. And did you really think there'd be an A1200-specific version of a budget game?

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VISA Access

*Not released at time of going to press

They needed a man with courage and strength. A man that could seize the guiding light from the forces of darkness and return order to the guardians of the forest. And, most of all, a man that could look good in a dress. Where's Matt Broughton's phone number?

BEASTLORD

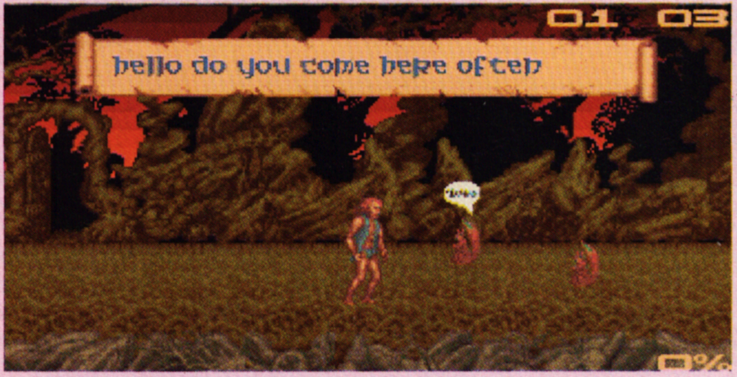
I know that we at The One often go on about originality and its importance in the games world, but we didn't really have a game in mind where your success relies upon chatting up squirrels. I do love animals and all that, but I still wouldn't want to be seen publicly asking them for directions in the street.

There's also the matter of dress sense. I mean, hey, I love a hero as much as the next game player, but I do believe that there are certain requirements for his/her appearance. Call me foolish, call me irresponsible, call me (get on with it - Ed.) but the first image that springs to mind with a game going by the name of Beastlord isn't some skinny bloke who wears a girly-looking outfit and runs a bit like Superman in that dodgy sequence from the first film - you know, the bit with the train. Yeah, right.

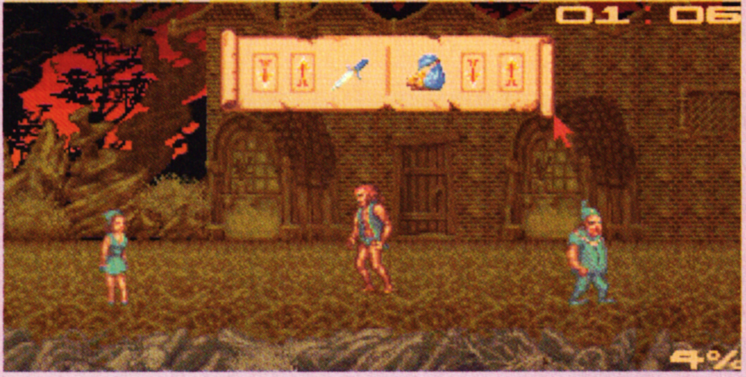
Well, that aside, what's the story then? Well, there once existed a valley where all creatures lived in harmony - just like in a Cliff song - and a force called The Guiding Light looked over man and beast, keeping them from fear. The guardians of the valley were the All-Seeing Hawk and the Winged Unicorn until - surprise surprise, oh bloody hell - The Lord Of Darkness kidnapped the unicorn and used it as bait to capture the Hawk and turns it to stone. Typical. As you'd probably imagine, all hell breaks loose and loosely speaking it's down to you to sort it all out 'n' that.

The game revolves around the standard graphic adventure style of collecting objects, trading with characters and using the correct object at the right time. There are generally one or two major problems on the go at a time, each requiring smaller puzzles to be solved first.

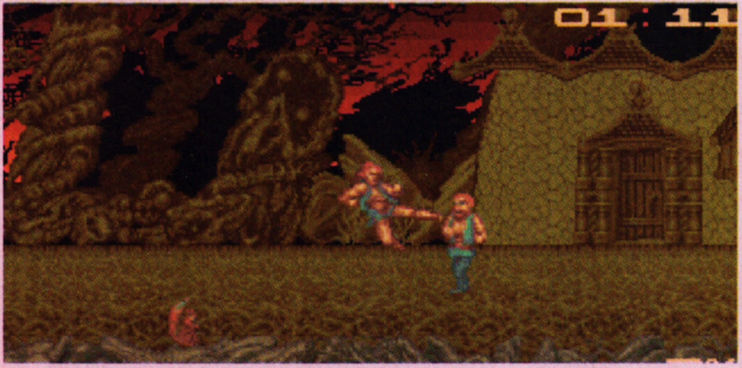
All that you have to get you through the coming challenge are your wits, your fists, your legs - frail-looking though they are - and a jolly big bag to carry things around in. And, believe me, between beating up innocent villagers and treading on frogs, there's tons of health-reviving fresh fruit for the picking up of. Oh well, best go and fing some gerbils to talk to...



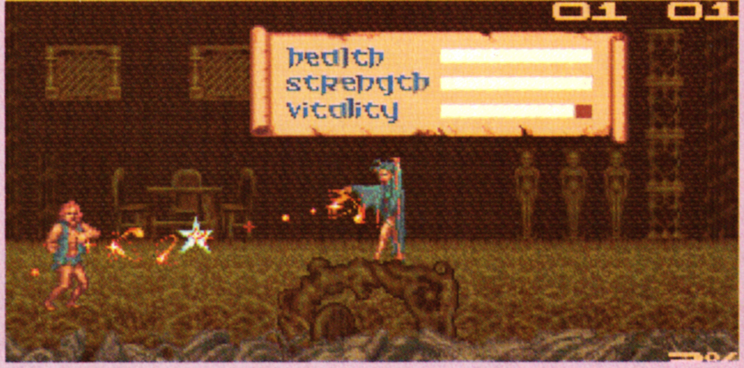
As the game's title suggests, you have an affinity with all creatures great and small and though not getting to put your fist up some pregnant cow's bottom, you do need to talk to some of the animals as you will often need their help to solve certin puzzles. These squirrels seem like nice chaps, I wonder if they'd help me get something out of a tree - hmm, "Hi, I'm Matt. I love your hair."



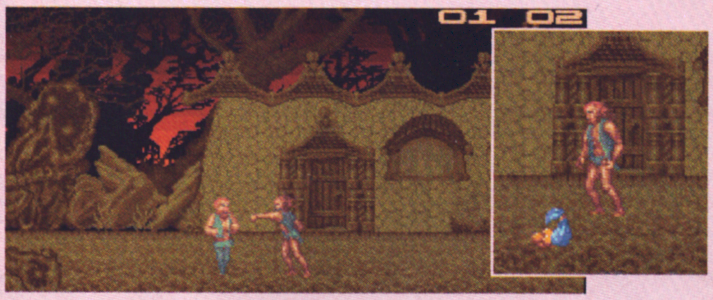
The game has its own internal clock which is not to be ignored as your character will grow hungry after a period of time. It's also quite important to do certain things either at day or night - for instance, you can only successfuly cast the reanimate spell at night, while here I'm displaying why it's not a good idea to walk through the orc woods by being beaten crapless by about seven big orcs.



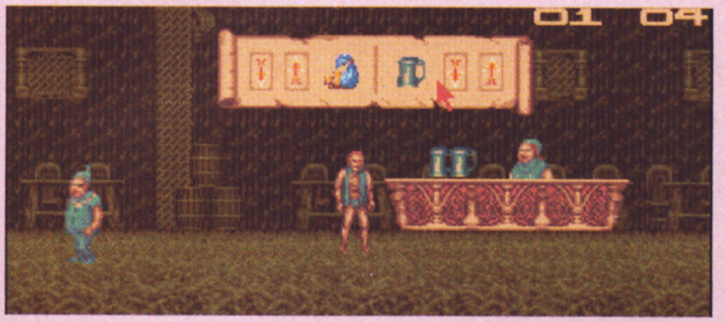
You won't get far out of the village before you run into some unsavoury ruffians and muggers looking for a fight - it's a bit like living in Birmingham on an endless Saturday night. Fortunately you're not exactly a plonker in the kick-in stakes and have not only a nasty little jab at your disposal but also, if timed properly, a pretty impressive flying kick right to the boat race. SHMACK!



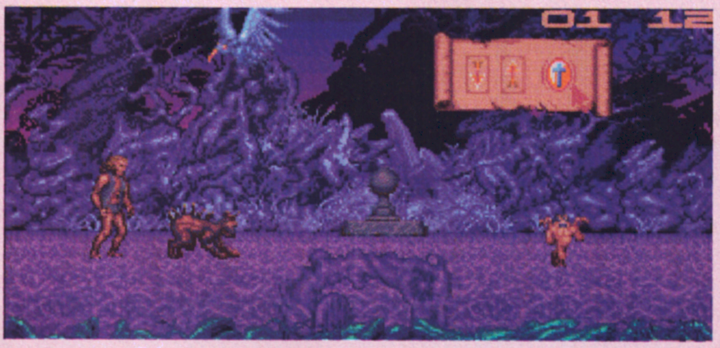
Magic features here and there in the game and you'll need to be ready with any spells that you have at a moment's notice. The game warms you up quite nicely by introducing a simple puzzle that takes you through communicating, to fighting and buying goods with the money you've (hopefully) stolen, then collecting a spell, and finally practising it for real. The bad news is that I'm about to get turned into a dead person here.



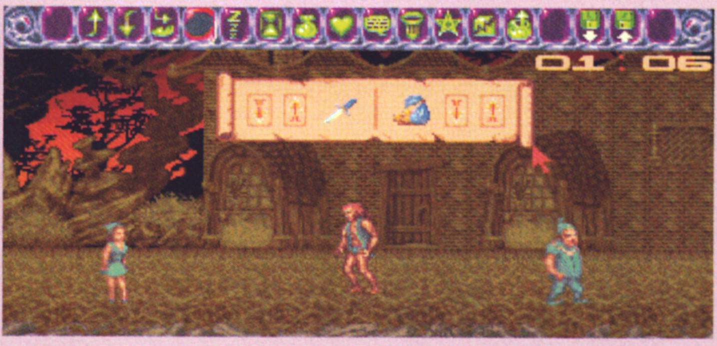
There's more than just stress relief to be gained from fighting as it acts as the only real way to get money and food supplies throughout the game. If you can rise victoriously from any fisticuffs, the looser also loses his inventory. Needless to say that this includes food and money so it's worth remembering where you have been attacked in the past, so that if you run out of dosh you can return to these dangerous places and try to gain some more winnings.



Throughout the game you'll need to acquire specific objects from the various characters that you share the game with. Some of the objects you'll need can be found by talking to roaming folk and trying to trade with them. Others will always be found in the same location - for instance, I've just bought a foaming mug of ale for myself and a bag of nuts for my mates, the squirrels. Anybody got any Veras? Lovely.



The first puzzle to be solved revolves around freeing the petrified Hawk. By fighting ruffians I was able to get enough cash to trade with a local in the pub who had a knife. I then visited the leprichaun who gave me a reanimate spell in return for cutting him loose from the net that he was trapped in. Next it was off to find the stone bird and then wait until the sun went down so that I could try out my magical abilities. Hazzar! It worked. And so the story continues...



At any time during the game you can pull down the icon menu with a tap on the mouse buttons. As well as controlling the obvious object manipulations from here, you can also monitor your strength, communicate with other characters, eat and access any magic spells that you might have. The action doesn't freeze while you do this, so be on the look out for thugs who'll quite happily nobble you while you're busy.

THE VERDICT

I'm young again! Having loaded Beastlord I just knew that I must have travelled back to 1989. Sarcasm aside, Beastlord is a tad disappointing on the visual side. The graphics belong to the age of 'Shadow of the Beast' with cardboard cutout sprites mixed with multiple levels of parallax, while the in-game sound amounts to the occasional grunt or slapping sound when you punch someone, with crickets chirping in the background. The start and end music is rather superb, actually, but that's not good enough to change the game as a whole. Beastlord reminds me of many games, primarily Elf and S.O.T.B., due to the need to tackle individual problems by using the right object with the right thing, with the odd fracas thrown in for good measure. Other than that, it doesn't offer anything new to the player. Even so, it's still a good game to play, mainly due to the number of creatures and characters that are there to be beaten up - me, violent? - and the size of the levels. The backgrounds do get slightly repetitive but there are four distinctive areas to travel through to break up the monotony. The real downer is the overall animation of your main character which is, to be frank, just a little sad by today's standards. He rumbles along in a rather amusing way that does nothing to build up the image of an 'impressive hero'. The 'pull down' options work very well, making it easy to jump between the action and the trading/inventory manipulation, and on the whole the game is easy to control and wander into - it's just a bit let down by presentation. Don't expect anything original to appear on your screen when you load this up, but I suppose that we haven't had a decent game of this type for a while so you may find it fills a gap.

Publisher: Grandslam
Developer: WJS Design

£19.99 Out Sept

Joystick/Mouse/Keyboard

MEMORY 1Mb

DISKS 2

GRAPHICS 80%

SOUND 78%

PLAYABILITY 80%

LASTABILITY 80%

OVERALL 80%

A1200

Sorry A1200 owners, nothing to report at all really. Things do move just that bit faster but otherwise it all plays about the same as the standard version with no improvement to the graphics or the sound.

WHALE’ VOYAG

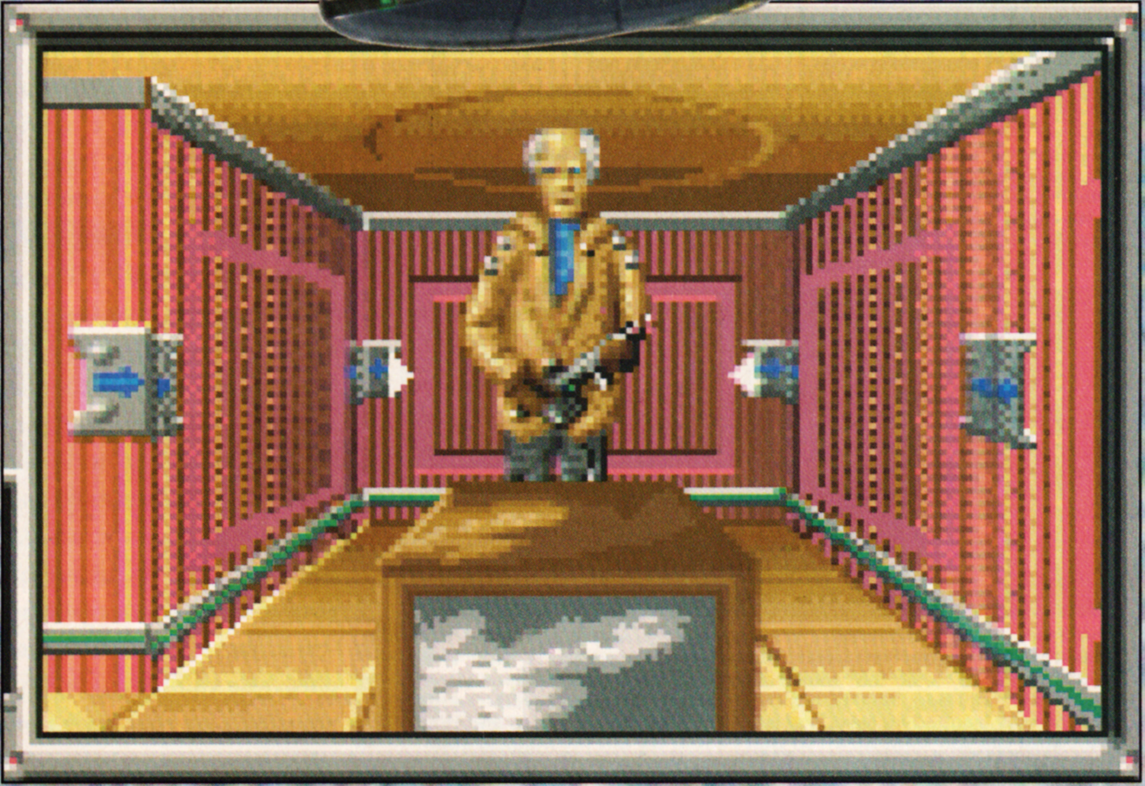
Cue the big orchestral fanfare, cue the vibrating kettle drums, cue Simon Byron - Flair's Space Epic has just touched down in the sea of mediocrity...

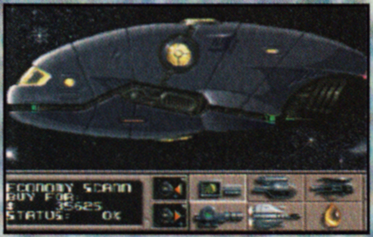
If I mentioned the words '3D space flight' and 'trading' together in the same sentence then you'd be justified in assuming that the game I'm talking about is a lot like Elite. Well, you would be wrong - even though both of those terms rear their pretty little heads, there's also a huge 3D adventure system which takes up the bulk of the game, enabling you to explore the planets at first hand and perhaps purchase some souvenirs or ice creams.

Right from the outset you know you're not in for an easy time. After you've genetically created a team of four enthusiastic adventurers, you find your dubious bunch stranded Jonah-like in the Whale (your spaceship which, funnily enough, looks a lot like a whale), which is high in orbit around a planet. The only way forward is to beam down to the planet's surface (don't forget to shout 'energise') and find a way to earn a few quid so that you can buy some fuel and continue to boldly go wherever you fancy going boldly.

And that's all the information you're given, so a hearty trek around the hazardous streets of the city is very much in order. Villains and trigger-happy cops patrol the walkways and won't hesitate one bit to thump you in the chops or stick a bullet up your snout to clear your nostrils (I find it's better to use Vicks). These situations crop up fairly regularly and within a few seconds you can loose half your team, so it's best to take things slowly and think carefully before attacking anyone you meet.

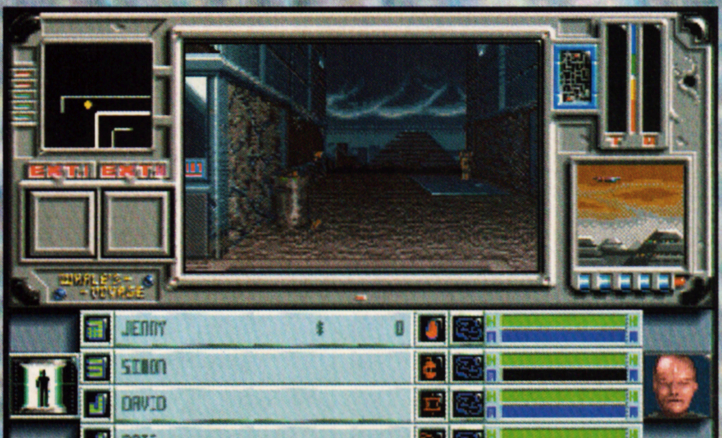
It's very much a learn-as-you-play type of game, which is all well and good if there's a fair learning curve. But, as you're about to find out, it just ain't like that...





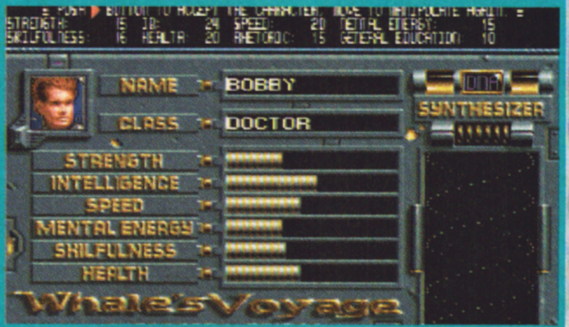
Once you've got the cash you'll be able to enter the shop and trade. You can basically buy anything you can afford and either use it or take it to another planet and hopefully sell the gear for a vastly inflated price. This is also the space equivalent of a petrol station, selling a very reasonable drop of 4-star for a nice price.

The galaxy couldn't exactly be called huge so let's not use that word. Let's use fairly small, but at the same time indicate that there's a quite a few planets to visit, if you're that way inclined. Of course, you'll need enough fuel to take you there and that costs hard cash.



(Right)This is the control panel of the Whale and from here you can buy and sell goods, equip your ship and even phone other computer-controlled characters if you've obtained their number (although there's no Mercury button to enable you to enjoy a pleasant telephone conversation). You can also save your game here, which is worth doing because you don't get any other chances.

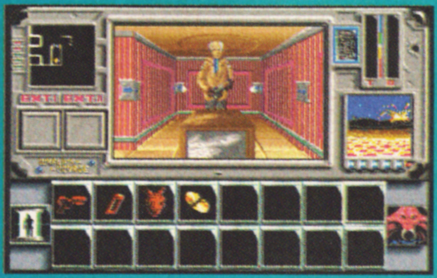
(Left) Here's the 3D section where you get to wander around the various locations searching for clues, entering buildings, fighting,etc. Although there's no sexy texture mapping (the screen moves in 'chunks'), there is an auto-mapping thingy which fills in any places you've visited. You can go where you want by moving the joystick in the direction you wish to travel or using the cursor keys.



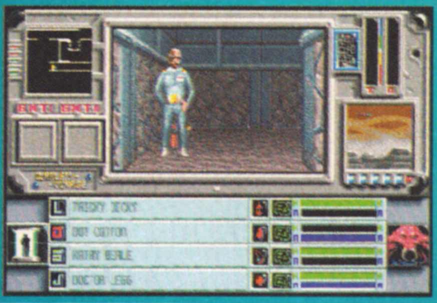
PUSH ▶ BUTTON TO ACCEPT THE CHARACTER, MOVE TO MANIPULATE AGAIN.
STRENGTH: 15 IQ: 24 SPEED: 20 MENTAL ENERGY: 15
SKILFULNESS: 16 HEALTH: 20 RHETORIC: 15 GENERAL EDUCATION: 10

NAME BOBBY
CLASS DOCTOR

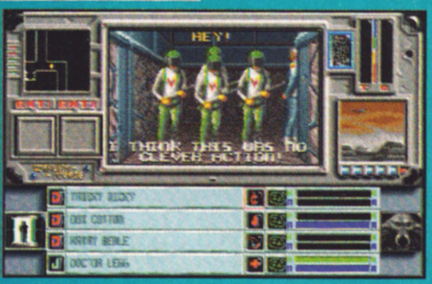
You begin your mission with four opportunities to create your team by choosing two adults who should 'get it together' in a lurve kinda way, but unfortunately you don't get to see any of the messy bits. Never mind. What you do get to do, though, is select a school and a college for the offspring to attend which will in turn affect their profession and all their other attributes. Once you're happy with your four crossbreeds then it's off to the game proper.



Most of the missions revolve around certain key characters who can usually be found in the same place, game in, game out. The typical task you'll be asked to do involves collecting an object and delivering it elsewhere (even another planet) so it's often best to make your own pencil-'n'-paper map which indicates exactly where everything is.



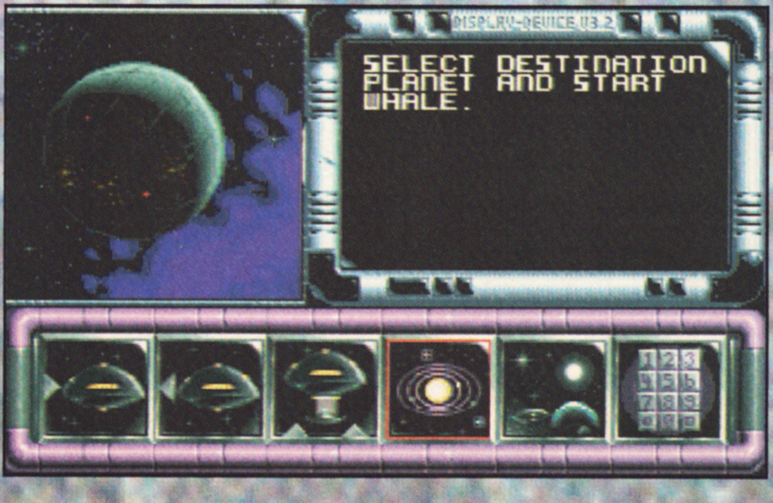
Not all of the folk who meander around the various cities are the same, you know. Some are friendly and like to chat, others attack without warning, while the rest just walk around with no real direction or purpose. Okay, so this adds to the realism, but if there's a bloke in front of you when you're striding down a passage then you can't pass them by, which can be very, very annoying.



HEY!

I THINK THIS WAS NO CLEVER ACTION!

There are times in the game where you'll be wanting to kick some butt - but be prepared to fiddle with the interface. If you pull back and press Fire you'll enter the lower half of the game screen which has quite literally twenty-eight other menus filled with the usual options (pick up, talk to, attack, etc) bolted on, all accessed by clicking over certain areas.



DISPLAY-DEVICE V3.2

SELECT DESTINATION PLANET AND START WHALE.

THE VERDICT

If Whale's Voyage had kicked off with an easier first task then I'm sure that I would have got into it a damn sight more than I have. I find it hard to accept that someone sat down and thought "I know, we'll begin our game with an infuriating and tedious opening section - we're guaranteed to hook the players then." If they did then they're wrong. And what's worse is that this part of the game is so unforgiving that all you need to do is select the wrong icon on a couple of occasions and your team will end up a bunch of stiffs. The interface does its best to make matters worse. Lengthy selection processes accompany all major decisions, meaning that to attack a target you have to cycle through three or four separate menus as the opponent continually fires at you, which is hardly fair. What's odd about Whale's Voyage is that it does look like it's fun to play, but I can tell you now that there's really nothing worth putting in the amount of time that Whale's Voyage demands - and even if there was the abysmal disk accessing and overall amount of fiddling you need to do would seriously dishearten the most committed space explorer. It's also not rare to find the game locking up on you and, because you can only save the game from the trading screen, every time this happens you'll find yourself doing a great deal of backtracking. It would be hard to put a figure on the amount of hours you're likely to get out of Whale's Voyage because I only managed to barely scratch the surface - and that's with two day's solid play! But I'd prefer to play something which has more to recommend than not and I'm sure you all feel the same way too.

Publisher: **Flair**
Developer: **Neo**

£29.99 Out Now

Joystick/Keyboard

MEMORY	DISKS
512K	7

GRAPHICS	63%
SOUND	48%
PLAYABILITY	47%
LASTABILITY	50%
OVERALL	51%

A1200 The "super enhanced" version gives you more graphics, faster disk accessing and more sound effects but, sadly, it's still the same game underneath and there's nothing really to warrant any extra marks. Accept my humble apologies, wontcha?.

CAMPAIGN

From North Africa to Northern Europe

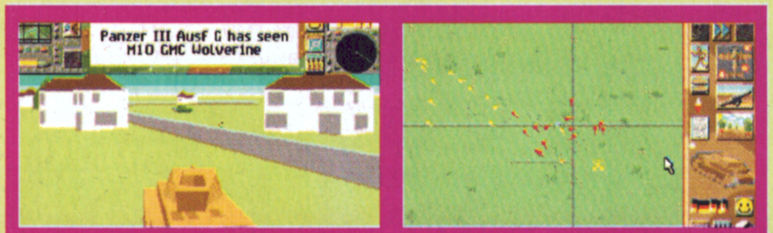
Matt Broughton finds himself back in the 'exciting' world of tanks, infantry, aircraft in Empire's data disk thing.

If you were lucky enough to have purchased The One back in December you will no doubt remember the stunning review that our glorious leader Capt. David Upchurch wrote about the Empire strategy release Campaign. Well now it's time to take that and party with the release of a data disk containing not one but twenty-five new battle scenarios.

If, while playing the original, you often thought "Oh, this would be so much better if only I could attend The Fall of Tobruk" or perhaps "The Allied Breakout from Normandy would go down a treat right now, I can tell you" then you'll be more than satisfied here.

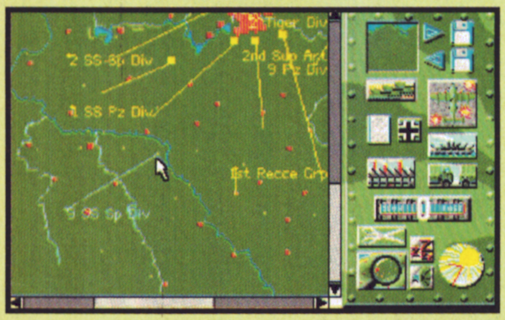
Load the new maps into your original game and before you can say "tank" you'll be slowly trundling around in a war-like fashion. Whether you're looking for 3D thrills or godly command from above, this should be just the tea cake.

The game is controlled for the most part by use of maps and statistical displays as you move your various units around the chosen landscape, but periodically leaps into various sub-games involving overhead battle set-ups and the aforementioned 3D tanky trundles. So, how does it do? Best be off to the Verdict.

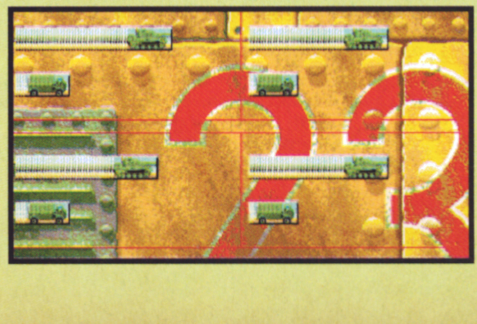


Panzer III Ausf G has seen
M10 GMC Wolverine

When a battle occurs the player can choose to let the outcome be decided by the computer or take a personal hand in the actual battle. If you choose to participate in the fight then you must first make use of this overhead map to deploy your lucky lads around the enemy. Once the enemy have been found it's 3D thrills and spills as you trundle round in an effort to gain metal box supremacy. Friendly tanks must be recognised to avoid those embarrassing 'own goals' and do try not to blow up too many innocent houses.



You'll spend a lot of your time looking at a screen such as this. Take control of a unit and issue the orders - if you're close to an identified enemy unit then you can shoot from a distance or move in for a close-range 3D hunt. When things get too cluttered the magnifying glass can be placed over any section of the map to give a better view.



When the battles are fought automatically, you are shown a battle system screen which shows the strength of the available forces about to go into combat. Seconds later you find out if it was all for nothing or if it's time to crack open the Appletise. You can examine the unit specifications at any time.

THE VERDICT

What is it about tank games? They just keep on coming. Day after day I open the post and tank game after tank game lands magically on my desk for review. Oh well, best make the best of it I suppose. You know I'm not someone who gets incredibly excited at the thought of looking at maps for hours on end but I'm much in agreement with the comments David made when he looked at the original - the game does keep your attention with an excellent mixture of strategy planning and romping around in a nice metal death machine dealing out the chips. The map can become a bit cluttered when there are a large number of units on the move, but the zoom on the map is nice and easy to manipulate and doesn't cause a real problem. There's not a lot more to report over the original other than the obvious, i.e. there are more scenarios to get your teeth into. The game still suffers from the minor problems of screen clutter and that you can get too close to shoot the enemy in the 3D section, but other than that the sheer number of extra maps should keep even the Campaign veteran busy. I found the game a bit repetitive after while, but the map editor does inject a bit of interest - especially considering that some of these new maps are fairly hairy to begin with. Overall I think that this is an excellent add-on if you already love the game and will keep you amused for quite some time - and in all honesty I can't think what else you could do to enhance this type of game other than give more variety to the player.

Publisher: Empire
Developer: Jonathan Griffiths

£15.99 Out Now

Mouse/Keyboard/Joystick

MEMORY	DISKS
1Mb	1

GRAPHICS 81%

SOUND 43%

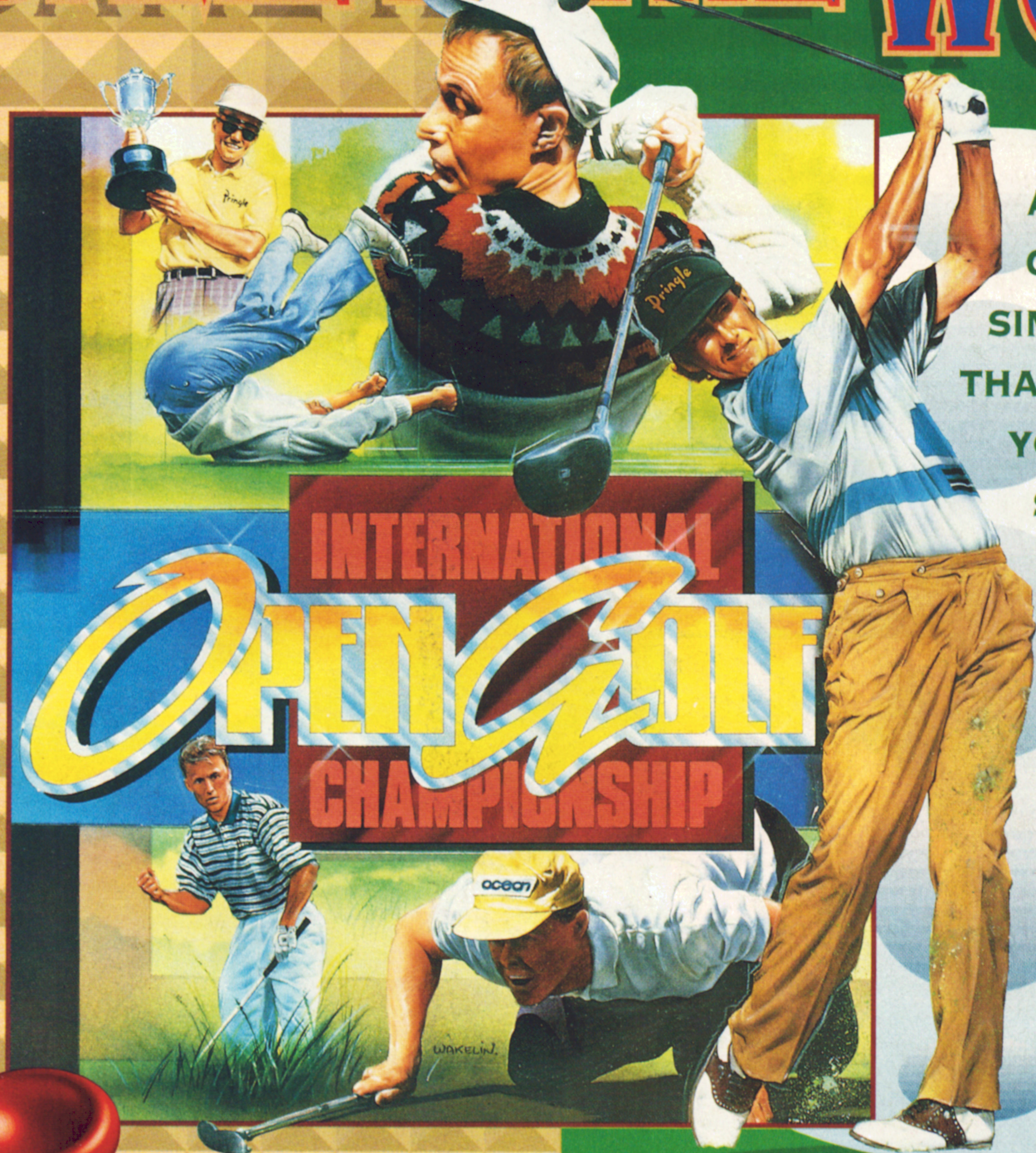
PLAYABILITY 78%

LASTABILITY 84%

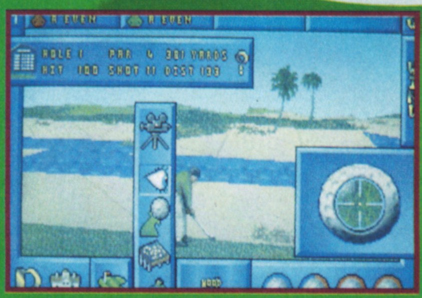
OVERALL 80%

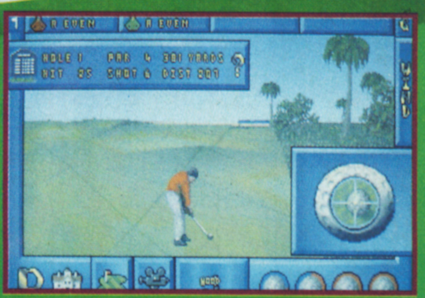
A1200 This isn't really the type of game that can be affected by the A1200 although the 3D sections do speed up quite considerably, as you'd expect. The music isn't enhanced in any way, though the nice animated intro sequence runs at a handsome speed.

PLAY "THE GREATEST GAME IN THE WORLD"



A GOLF SIMULATION THAT WILL WEDGE YOU INTO YOUR SEAT FOR HOUR AFTER HOUR AS YOU ENJOY THE FINESSE OF THE GAMEPLAY, THE BREATHTAKING GRAPHICS AND AN EXHILARATING ROUND OF GOLF.





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GLOBAL GL

David Upchurch chomps on a burger and carefully puts the wrapper in the bin in his eco-minded review of Virgin's platform blaster.

Whenever your mind turns to matters ecological (a regular occurrence, no doubt) what's the first company that comes into your mind as being eco-friendly?

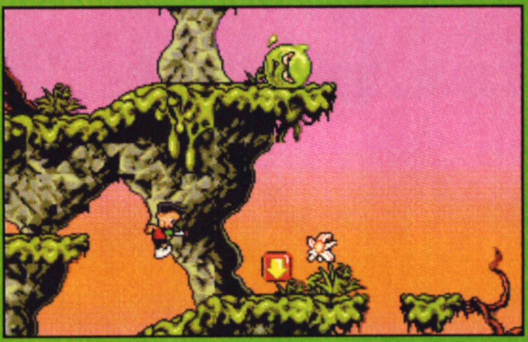
Body Shop? No.

Ecover? No.

McDonald's? Yes, of course!

And now it appears that our Big Mac-making buddies are so concerned about the planet's rapidly deteriorating environment that they've boldly decided to do something about it by endorsing Virgin's Global Gladiators, a game with the heartening message that the world can be saved from eco-disaster by shooting things. Hell, if that doesn't stop ozone depletion I don't know what will.

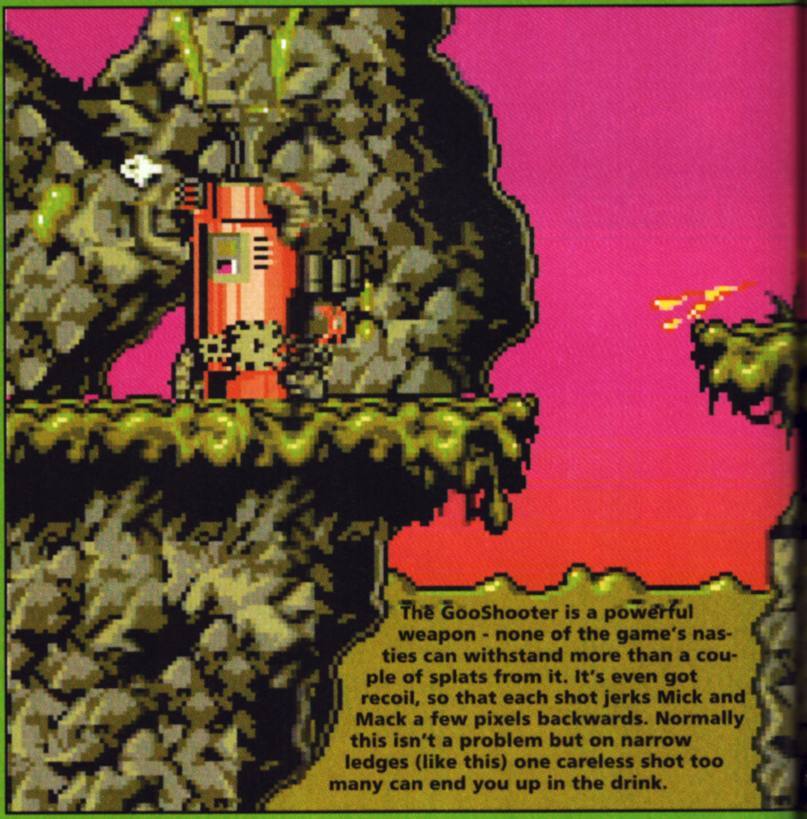
Anyway, bitter cynicism out of the way, let me explain that Global Gladiators marks the triumphant return of Mick and Mack, the two kickin', dissin', chillin' (and all those other words that tired old journos trot out to pretend they're 'in' with 'ver kidz') buddies who made such an impressive debut in McDonald Land.



This time the chums' adventure starts while they're enjoying a yummy burger meal in their favourite McDonald's restaurant. While they're chomping away on their two all-beef patties, special sauce, lettuce, cheese, pickles, onions in a sesame seed bun, they're flicking through the pages of a comic, which describes the exciting escapades of the pollution-zapping Global Gladiators.

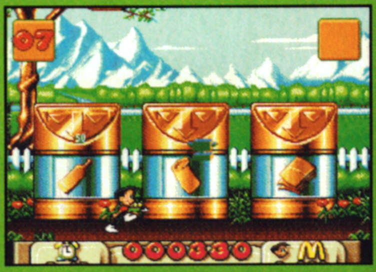
No sooner have they pondered on how neat it'd be if they could be Gladiators too than Ronald McDonald appears and - with a sprinkle of magic powder - transports them into the pages of the comic! Gadzooks! There they discover twelve levels of platform action spread over four worlds, where the only way to escape is to collect thirty of Ron's Arches and get to the level's exit while avoiding or blasting the multitude of hideous pollutoid meanies along the way.

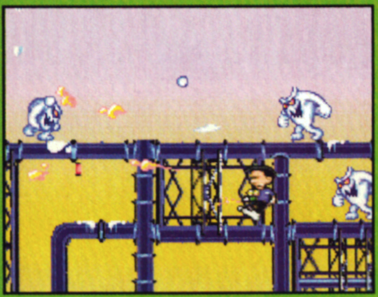
R U ready to save the world? Then let's go...



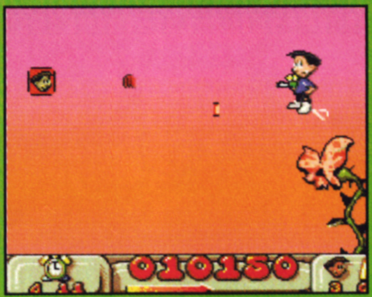
The GooShooter is a powerful weapon - none of the game's nasties can withstand more than a couple of splats from it. It's even got recoil, so that each shot jerks Mick and Mack a few pixels backwards. Normally this isn't a problem but on narrow ledges (like this) one careless shot too many can end you up in the drink.

(Above left) Every so often you'll come across one of these red-and-yellow arrowed squares. These should be collected ASAP because, should you die, you'll start again from here. As gooed baddies don't regenerate between lives, if you haven't found a restart near where you copped it then you have to make a long and boring trek through empty screen after empty screen to get back to where the action is.



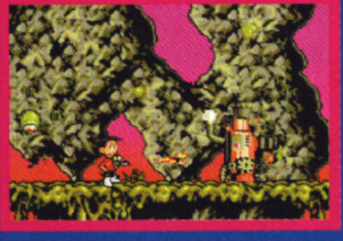


Each world has its own set of nasty nasties. At first they're content to just sit or wander around, spitting the odd phlegm ball, but as you progress they get more aggressive, with some of them even homing in on you. It's a pity that most of each world's monsters are introduced on the first level, as it would have been nice to have a few surprises in reserve for later.



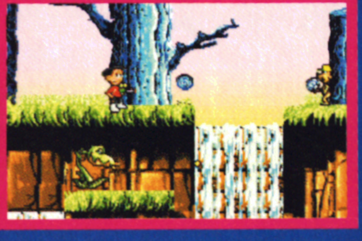
Keep an eye out for any unusual flashes as you jump about the landscape - you might find an invisible platform. These only reveal themselves when touched. By using them you can often reach strange and bizarre places where you'll discover some of the game's few power-up icons, awarding you such uninspired gifts as extra time, extra health or, best of a bad bunch, an extra life.

SAVE THE WORLDS!



SLIME WORLD

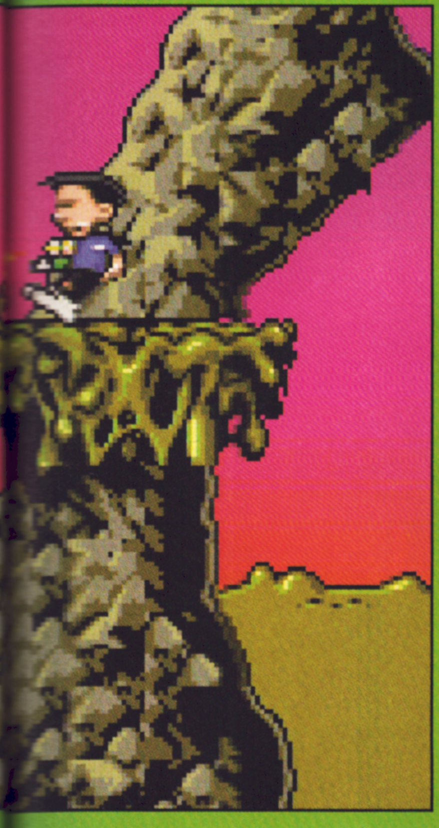
A rather depressing start to Mick and Mack's exploits, this. Everything is painted in varying shades of snot green, as are the meanies. After you've gooed all the Squeak Beaks, Slime Pigs and Goobers you're off to the slightly prettier...



MYSTICAL FOREST

Much nicer. The restarts get a bit harder to find here and there are loads of deadly pools for the foolish to fall into, so take care. Here you'll face Biz 'E' Beaver (ho-ho), Snappy (a flying fish, no less) and Slick - they look new but their attacks are very similar to those in Slime World.

ADIATORS



(left) Should you find seventy or more Arches then you get to play the special bonus game after you've completed the level. Here Mick and Mack have to run around, picking up rubbish as it tumbles from the sky and quickly throwing it into the correct recycling bin. If any rubbish comes to rest on the ground then the game ends. The trick is to keep going for as long as possible - not only do you get more points, but extra lives start to float down too!

THE SMALL FACES

Golly, those Mick and Mack fellows go through some strange facial contortions during their adventure. Here are some of them...

The Cheesy Grin

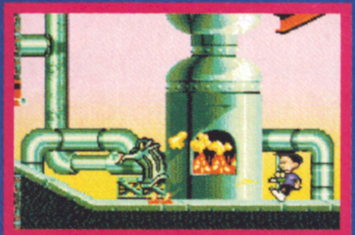
The Fiddling With The Chewing Gum

The Bubble Blowing

The Pervy-Looking Pelvic Thrust

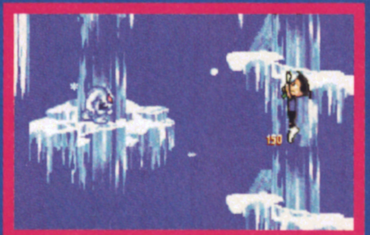
The Not-Very-Impressive GooShooter Twirling

The Know-All Wink



TOXI-TOWN

Looking a lot like the construction site from out of Sleepwalker, Toxi-Town is home to the fiery Hot Head, the pneumatic-drilling Jack and, my favourite, Thrashcan, who explodes in a shower of litter when killed - and I thought I was trying to clean the place up!



ARCTIC WORLD

Arctic World is the most attractive world of the lot. It's all suitably cold-looking. Here you'll encounter the meanest meany of the lot - the Splatter Bat, which homes in your quicker than an Exocet missile. And be prepared for a real fight when you reach the end of the game...

THE VERDICT

If a game was merely the sum of its parts then Global Gladiators would score highly. The sprites are nicely animated, with Mick and Mack pulling all sorts of amusing expressions as they clear the world of gloop. The graphics aren't perfect by any means - the backgrounds have a tendency to blandness and the scroll is a little rough, while the lack of any parallaxed backdrops gives some areas a desperately 'empty' look - but overall GG does well on the visual front. Sound, too, is good, although M&M's tiny "Yelp!" everytime they leap does grate very quickly. Control over the burger-chomping boys is excellent and very responsive, and the ability to scan below your position means there's none of that frustrating 'leap of faith' business when jumping from platform to platform. Finally the difficulty curve is finely tuned, with plenty of levels of gradually-increasing toughness (though I defy anyone to defeat the end-of-game supernasty). Yup, in all the main ratings departments GG scores well. However, it's just as well we don't have an 'Interestingness' rating because that, sadly, is where GG falls down badly. There's little variety in each worlds' monsters or scenery, so trekking about looking for the McDonald's Arches (which isn't the most exciting game task ever anyway) soon becomes rather yawnsome, especially given each levels' sprawling vastness. Sorry Virgin, this one's a bit Wimpy.

Publisher: Virgin Games
Developer: In-house

£29.99 Out Now

Mouse/Keyboard

MEMORY	DISKS
1Mb	2

GRAPHICS	80%
SOUND	82%
PLAYABILITY	81%
LASTABILITY	83%
OVERALL	68%

A1200 No differences of any note and there's no A1200 version planned either, more's the pity.

BATTLE ISL

Wondering where Matt Broughton's been? Well actually he's been commanding armed forces on the Moon of Chronos - strange lad - and you're invited along for the ride.

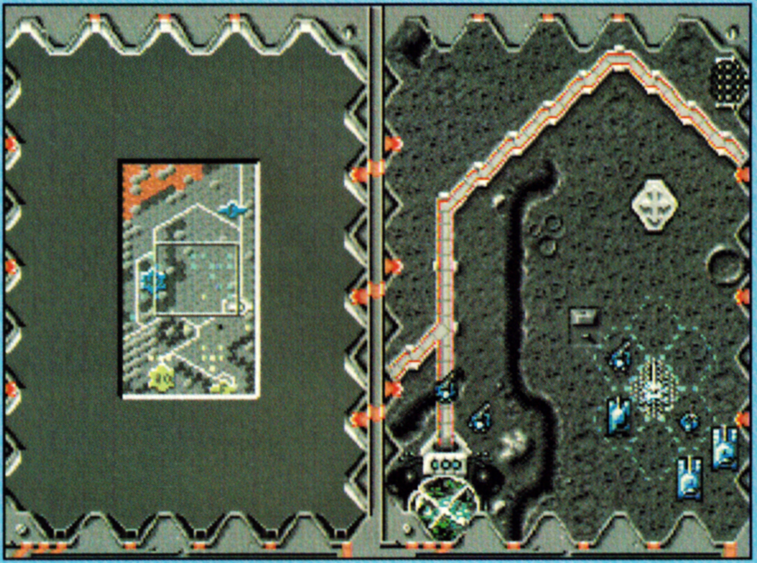
All over the country I can picture it now. Girls sitting bored crapless in boyfriends' bedrooms have just picked up this mag to pass the time and have noticed that Battle Isle '93 is coming out. As we speak they're all having flashbacks to when the original came out and they didn't see their beloved lads for days on end. Sad but true ladies, the next chapter in the Battle Isle saga is about to grace our screens. If you can draw his attention away from whatever game he's playing right now, you can tell him yourself.

Battle Isle 2 isn't due out until around Christmas, but to help pass the time until then Blue Byte has graciously released what amounts to a stand-alone upgrade for the original. You are in overhead control of a futuristic army and must wade through a number of battle scenarios against either a friend or the computer. As you make progress across the levels, more and more differing types of weaponry and vehicles become available and the battle area coverage increases from a small number of screens to a frighteningly large landscape. Lumme.

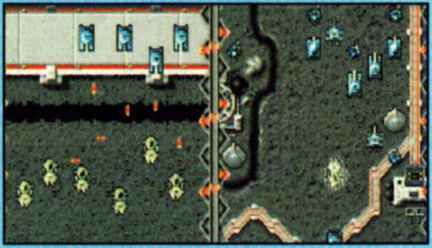
Each player takes turns to move their army over a hex-spaced map, with movement and attack turns alternating. The troops have different attributes ranging from movement strength to the distance over which weapons can be fired. Each player has a headquarters which must be protected at all costs as well as depots where vehicles can be repaired and factories where new craft can be constructed.

Ultimate victory will be yours only when you've captured the enemy HQ or all the enemy units have been destroyed - and don't expect that to happen too quickly as the average duration of combat in even the first few levels is well in excess of an hour or so.

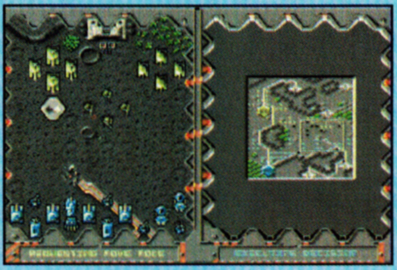
By this point most girlfriends will have probably resigned themselves to the position of second fiddle, so how about some nice pictures to break things up a bit? Come on, dive in.



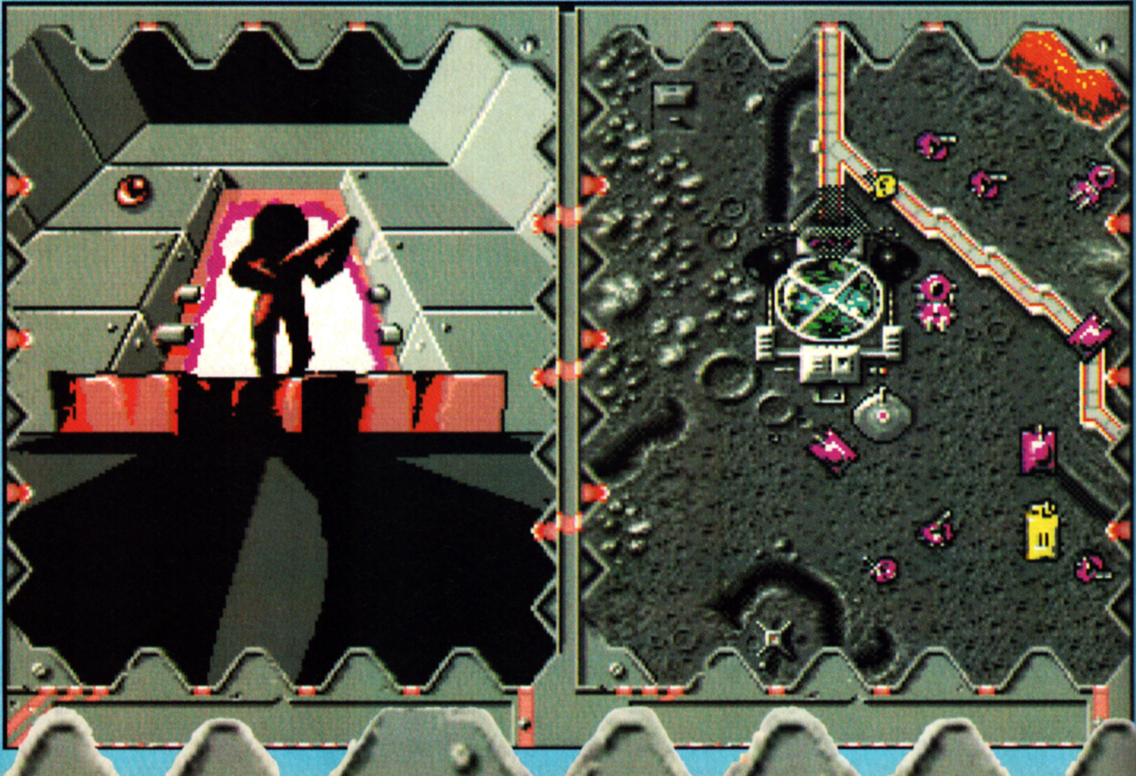
(Above) When moving each unit around the map available spaces are high-lighted for you to choose from. As well as other vehicles blocking your way, changing terrain means that you will have to plan your routes to make best use of roads while avoiding craters, chasms and changes in ground level.



(Above) When units fight the screen changes to show the opposing forces at each others throats. Any specific terrain surrounding the units will be shown and, if there's an advantage, this will be put into the calculation for the outcome along with the units' experience and specific attributes. If you are attacked by long range weapons you're helpless to do anything but sit and watch. The split screen shows you where on the map the battle is occurring.

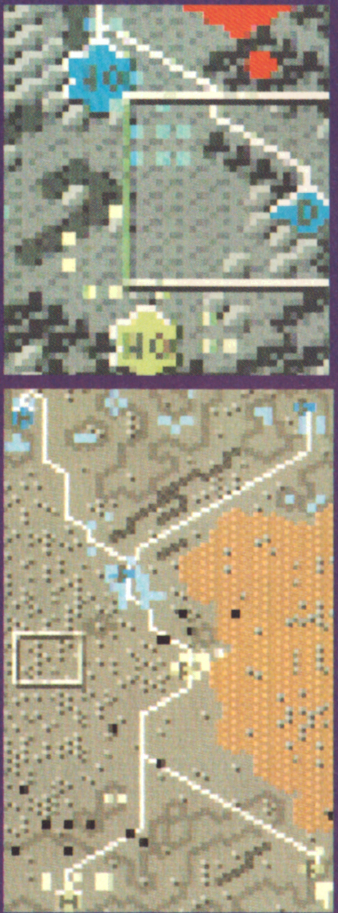


Some maps seem to quite blatantly put you into a potential blood bath situation with tens of units lined up face to face. Though it's tempting to steam in, you need to think about long range weapons and terrain limitations. Rather than all units piling in, it's better to send a few units into easy battles so that they gain experience and can become more efficient for the more important battles to follow.

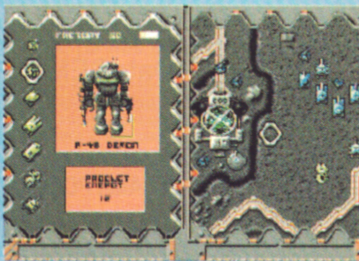


All buildings must be protected from infantry at all times. If they are able to get to the front door they will take it over and use any remaining energy and/or vehicles against you. This is where the option to view inside enemy buildings becomes vital as you can spend ages approaching an enemy building to find it empty. Lovely waste of time.

E '93



To give you some idea of how the size of scenarios can change, the map at top shows an early level, while the map below shows one of the later levels. If you take into consideration that the frame inside the map represents a screen's-worth, I think you get an idea of how much terrain you will have to deal with later on in the game. Have a count of how many enemy units you'll be up against.



Get damaged units into depots and you can use its limited energy to make repairs. Factories work in much the same way but also offer the chance to build vehicles from scratch. On later levels energy crystals can be collected and brought back to keep the factory/depot running indefinitely.

ARMY MOVES

As you move through the levels you will gradually amass more sophisticated troops and vehicles. Their performance is governed by factors such as mobility over specific terrain types, weapon firing distances and defensive strength. Just to get you moist, here's a selection of the toys that will be at you command...

FAV-2b BUSTER

Very mobile and able to make rocket attacks from a distance, but defenseless against direct attacks.

BA-3 PIRATE

A ground combat plane that can de deployed against bombers or transport vehicles, but should avoid fast interceptors.

AD-7 MAGIC

Extremely manoeuvrable and very powerful in battles with aircraft. Can attack airborne targets at even greater distances than anti-aircraft tanks.

R-4b DEMON

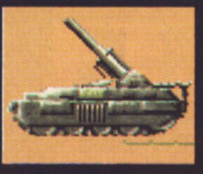
Greater attack value than standard infantry, particularly when capturing reinforced buildings, but slow.

SR-100 FLAME

Possesses a very wide radius of activity and large amounts of ammo, but is extremely venerable to attack.

HG-13b ANGEL

Highly manoeuvrable with a large firing range, but defenseless against direct attacks.



THE VERDICT

Don't bother me now. I'm up to my armpits in Scorpions, Cobras and Whales. But before you call the authorities, let me explain. I'm halfway - i.e. about two hours - into my third level of BI'93 and I'm completely fished-in I can tell you. When I started playing this I really didn't stand a chance - I went wading in with everything I could lay my hands on and got well and truly kicked-in. The instructions tell you to compare this to Chess, which is a spot-on analogy as success is only possible by fully understanding the capabilities of your army. However, don't play this if you have no patience, because each game is going to need your full attention for a fair amount of time and there is no facility to save the game halfway through - a major grumble with a game that can take so long to complete at higher levels. The computer intelligence is fair but can be exploited once you know the way it reacts to certain situations - i.e. always steaming off after decoy suicide troops, leaving your true objective open to attack. I liked the way that units become more efficient as they engage in more battles, making it a difficult choice between whether to use the factories' energy on repairing old experienced units or building new vehicles. The twenty-four new one-player levels and eight two-player levels should more than satisfy the real fans while offering something appealing to the first timers. I do have to say though that the computer can take a horrendous amount of time to think and carry out its orders, especially when you get to later levels with something in excess of fifty units on each side. If you don't mind waiting, have a go, but tell your family where you're going because they won't see you for a while.

Publisher: **Blue Byte**
Developer: **In-house**

£25.99 Out Now

Joystick/Keyboard

MEMORY	DISKS
1Mb	3

GRAPHICS	87%
SOUND	82%
PLAYABILITY	89%
LASTABILITY	90%
OVERALL	89%

A1200

I'm sorry to say that there appears to be no difference at all between the standard version and the game running on the A1200. The computer takes just as long to think and the machine still has to load up before battles.

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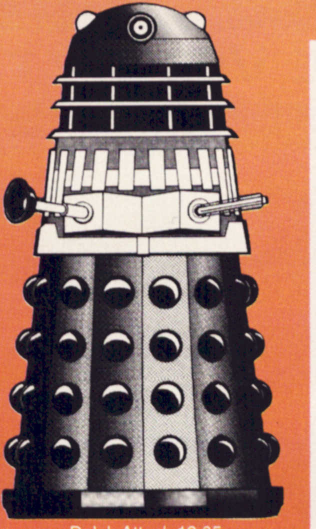

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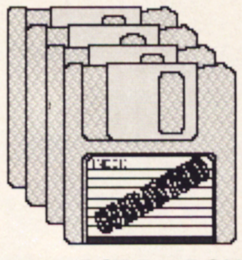

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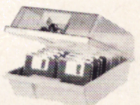

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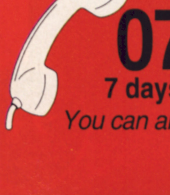

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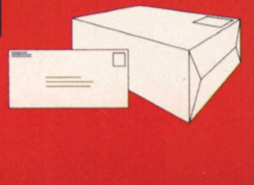
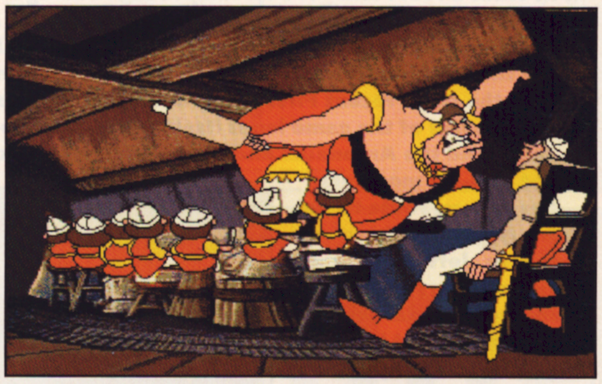
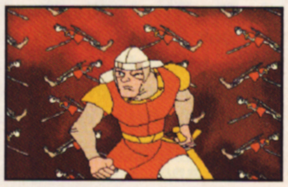


REPLAYS!

We've been doing a bit of thinking here at The One. Oh, don't worry - it wasn't anything too strenuous, so Simon's alright. Basically we worried that we might be short-changing the frequently excellent original budget releases by sticking them in the Cheapos section and so, from now on, they'll get the full treatment in the reviews section. That, along with the fact that most compilations couldn't be called 'cheap' by any stretch of the imagination, has resulted in a change of name, so it's goodbye Cheapos! and hello Replays!





ANIMATION CLASSICS

Readysoft

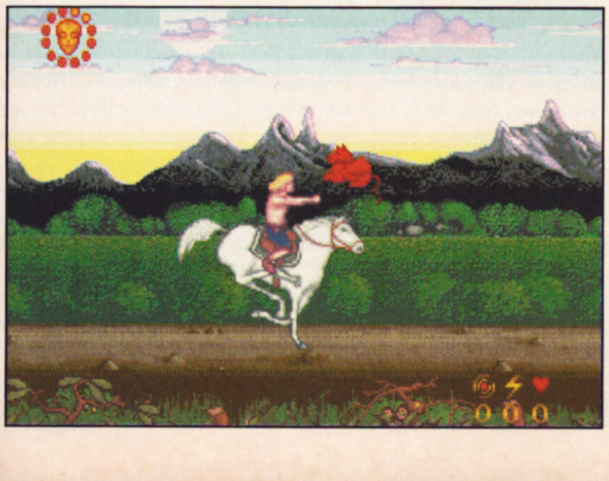
£34.99

Wow! No way! Awesome! Are you trying to tell me that for only £34.99 I can get Dragon's Lair 2, Space Ace and Wrath Of The Demon. Quick, bring me my brown trousers.

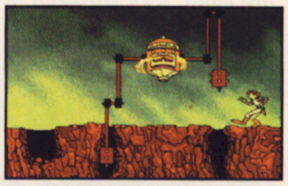
Actually, I have to make a personal confession - I despise those animation 'games'. I know they're very clever and all that but I don't think that that justifies spending a fortune for the privilege of occasionally pressing fire or left while the pictures go about their business. Anyway, as always I'm happy to sit with an open mind and have a bash - and this fourteen-disk package certainly gives me the opportunity to do that.

Wrath of the Demon is the only real 'game' here as far as I'm concerned as you do actually control the character at all times. The game starts with a horse-riding section and later you'll need to explore caverns on foot - dealing with any monsters that you come across with your trusty sword. Apparently there are 120 different monsters in all, covering some 600 screens of action.

WOTD has been compared many times to the Shadow Of The Beast games but Wrath improves over Psygnosis's offering by breaking the action with sub-games and keeping the player on his toes at all times. You never know what's coming next and that's half the fun. Despite its age I think it would stand proud among more recent games and is certainly a worthy addition to anyone's collection.



WRATH OF THE DEMON

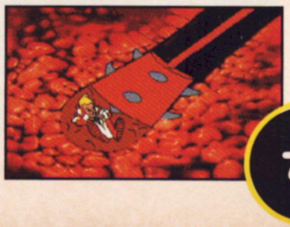


I could cover Dragon's Lair 2 and Space Ace in the same breath as they are essentially the same game with different cartoons, but I think you deserve a little more than that. Dragon's Lair puts you in a number of situations which wouldn't be out of place in an Indy film. Once again your beautiful babe has been kidnapped by a typically evil fiend and, because you love her so much and stuff like that, you've decided to journey through 46 'action-packed' scenes, with the story unfolding before your eyes.

You have to join in at key points by directing your hero to either move in one of the four directions or fire to swing his sword. If you guess correctly then you go on to the next scene, if you're wrong you get to see your death sequence. It really is as simple as that. To rate this game I have to talk about the quality of the animation which is of the usual Bluth excellence because there's not actually that much else to say. Moving the joystick every couple of seconds isn't the most user-friendly game-system every devised and pretty soon you'll either finish the thing or give up trying.

Space Ace is another game very much in the same mould. Well, exactly the same, actually. So much so that I've decided that you can re-read the above paragraph and substitute the word 'Dragon's' for 'Space', 'Lair' for 'Ace' and '46' for '33'. Off you trot.

Lots of people must like these cartoon-y games as they keep selling, so I imagine that you'll jump on this if you don't already own the individual games. Anyone with real sense, though, will realise that the only thing which is worth the cash is Wrath Of The Demon. [MB]



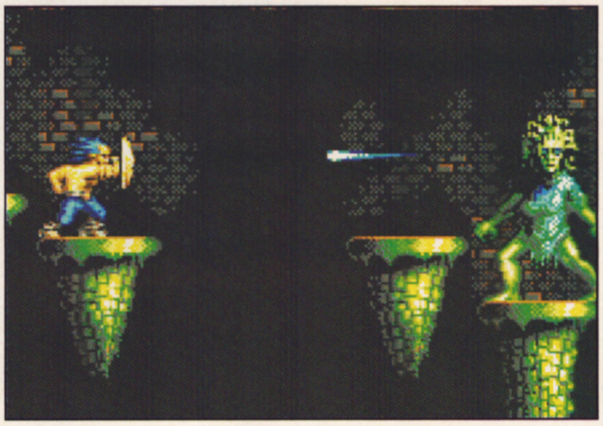
OVERALL 66%

MYTH

Kixx £9.99

I seem to remember that when this first came out there was quite a good reaction from most magazines, but for some reason I wasn't tempted enough to buy it. What a fool I was - it's splendid. Set "in an age not remembered by men" (so how do they know then?) you are the Spirit Hunter Ankalagan and it is down to you and you alone to defeat the evil Dameron and all his nasty creations.

For those of you that aren't familiar with this game, it runs in much the same way as the more recent First Samurai with platforms and sword play all over the place. The feel of the game lends itself to the old stop-motion animation films such as Jason and the Argonauts and more directly Clash of The Titans due to the variety of Hell-ish monsters.



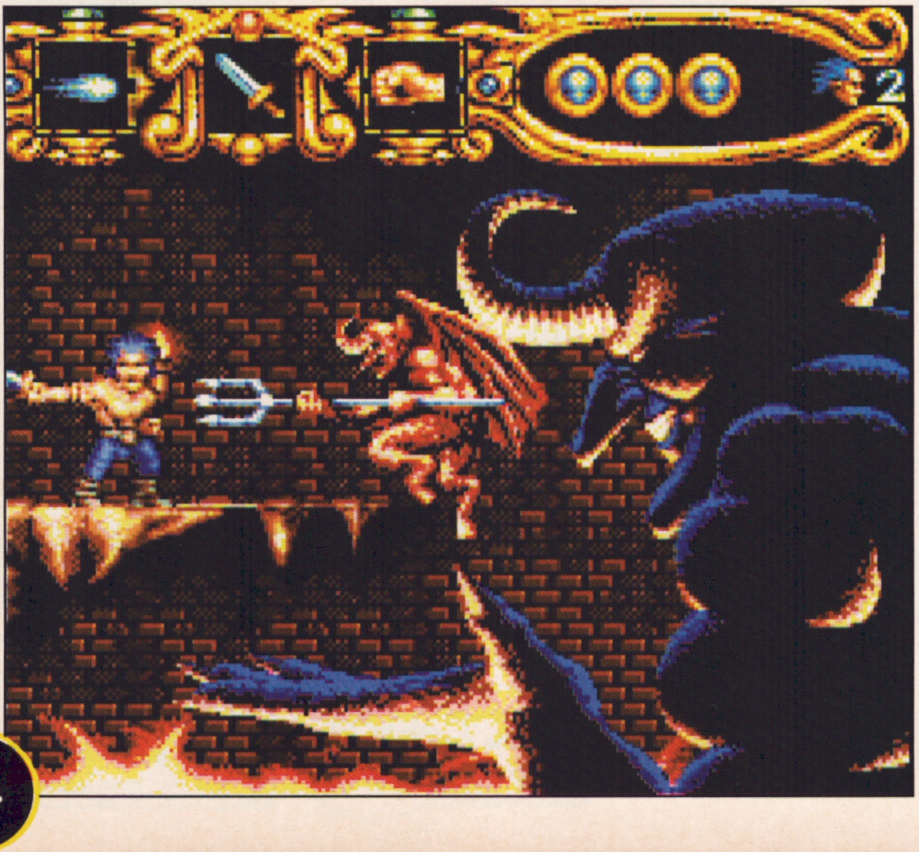
The general route to success is by picking up weapons left behind by slain monsters and using them on the harder creations. In the first level, for example, only by killing the Devil and collecting his trident you can kill the three-headed Chimera that guards the end of the level. Later Medusa turns soldiers into stone with her stare and can only be passed by collecting a shield from Achilles. You'll then need her head to freeze the Hydra guarding the level's end. It's a bit like Swap Shop. Only without Noel Edmunds. Phew.

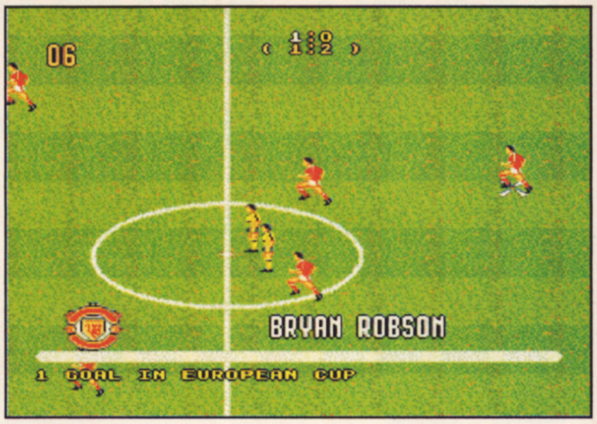
You start off with only punches and kicks to protect yourself but soon you'll find your trusty sword and the fun begins. Stabs, head slashes and best of all neck slices - watch those heads roll - are all available at the touch of a button. Fireballs are also a standard weapon to complement the specialised weapons already mentioned.

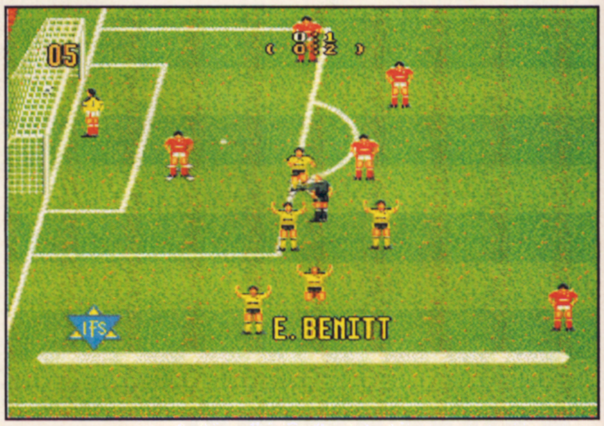
You can take nine hits before loosing one of your three lives and energy can be topped up using power icons left behind by gargoyles. There are also three continues to ease frustration once you've worked your way through the three disks and then die.

At this budget price I really can't fault this for good old-fashioned fun and would recommend it to anyone who enjoys hacking their way through mythology. [MB]

OVERALL 89%







MANCHESTER UNITED EUROPE

Buzz £9.99

Fancy a good kick about? Oh, that's a shame. According to Krisalis, since Manchester United: The Official Computer Game was launched, it has sold over 100,000 copies, providing a good enough reason to follow it up with Manchester United Europe and here it comes again thanks to Krisalis' budget label Buzz.

There is nothing here that you won't already be expecting from a player/manager-type footy game but suffice to say that all the usual options are here: statistics, tactics, bookings, etc. You can choose to either organise and play in matches or step back - avoiding the arcade section - and watch as the results arrive.

The problem with playing as manager though is that there just isn't enough to keep you occupied and it soon becomes a 'game' of just watching the scores until the season ends. Any time between matches you can call up a blackboard and, by monitoring the skill levels and formations of your players, pick the best squad possible but really that's all you can actually do.

If you do opt to play in the matches then the fun really begins. Anyone used to playing footy games at a Sensi/Striker speed is going to need some serious medication if they want any real thrill. Horizontally viewed, the 'action' is very slow and also a tends to 'jump' around, damaging the game's flow. I'm perhaps being a bit more harsh than I should be, as after a while even I started to achieve a degree of skill - very frightening! Aftertouch affects the ball as normal and headers and volleys are performed depending on your approach to the ball.

I'm torn between warning you away from this and saying that it's good for a laugh. If you do fancy the idea, try and get a demo play on it first just to be sure it's your 'thang'. [MB]

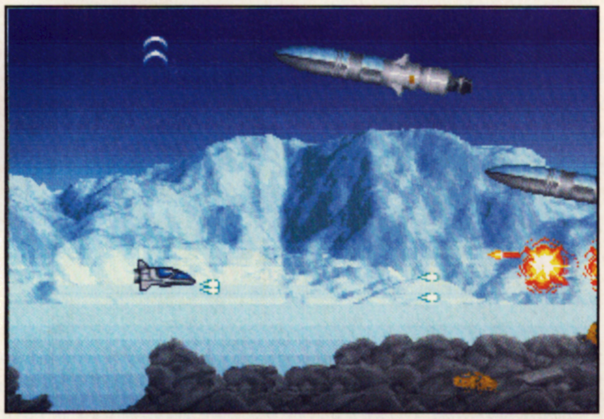
OVERALL 67%

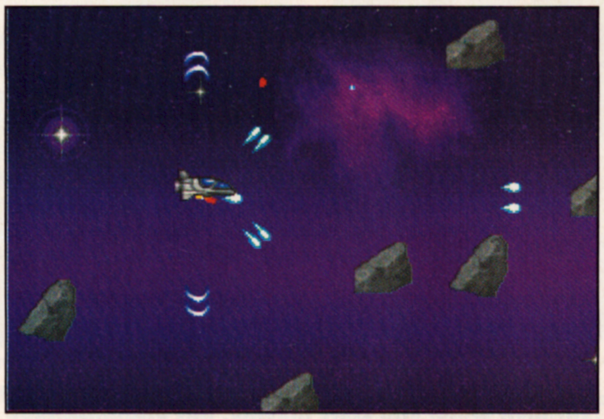
PROJECT-X

Team 17 £10.99

Yes! At last. No, I'm not talking about the time span between Project-X's full-price and budget release but the fact that I actually managed to get off level two. Thank the Lord above.

You may remember the fuss that Project-X caused a couple of years back. Whilst being undeniably sexy in about every department, its difficulty level was the cause of many cases of premature baldness among Amiga owners. The main reason for the sheer toughness was the fact that if you spent a good few minutes collecting power-ups and equipping your spaceship with unbelievably awesome firepower, accidentally collide with a stray laser bolt or enemy ship a couple of times and you'd be back to square one.





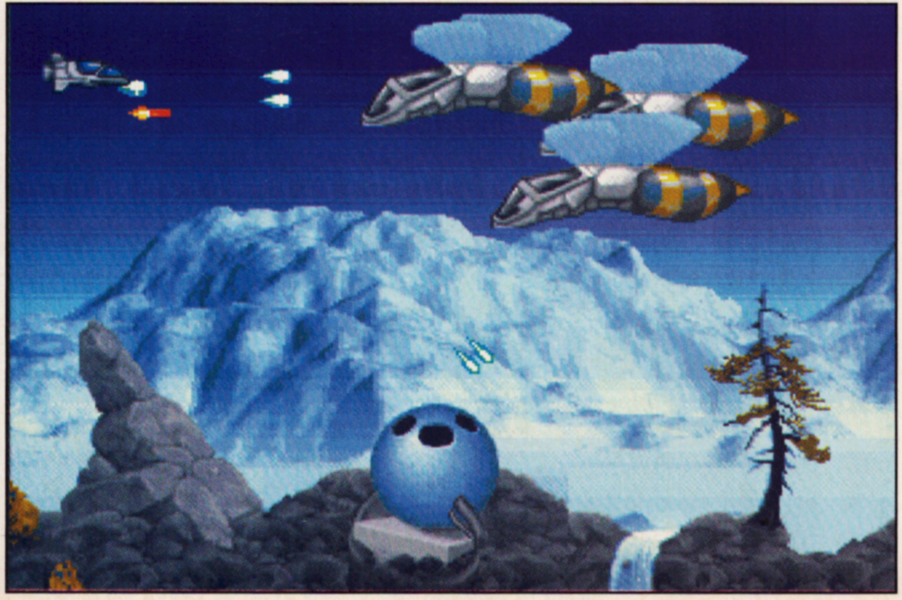
This may not soundthat bad but, after the initial settling in period, many situations positively demanded side-shots or super-hard plasma guns so if you didn't have the required destructive power then you might has well have hit the escape key and started all over again.

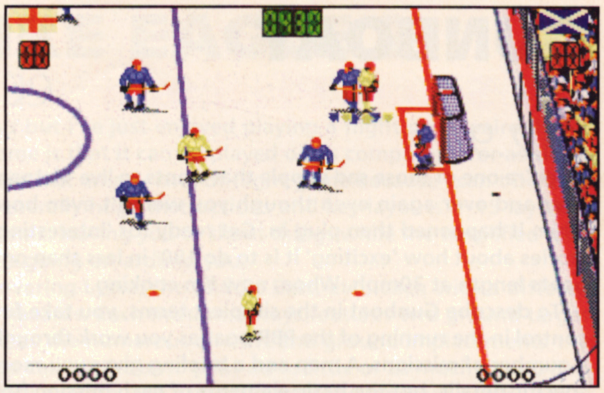
And all credit to Team 17 for listening to the punters and accepting that unless you were Jet out of the Gladiators then you wouldn't even get to load up disk three. With this cheapy version they've taken out some of the unrealistically tough parts, shortened the levels and - yes! - ensured that you start off with a harder ship to start off with, making the game a damn sight more enjoyable to play.

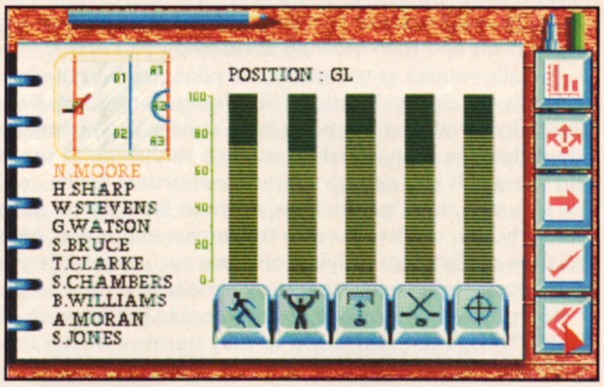
That's not to say that you'll walk through it. No way, matey - it's still one of the toughest blasters ever to appear on the face of the earth but at least now most people will get off Level Two, of which I'm living proof (did I tell you that I got off...).

It's hard to say whether or not this sexier version is worth an extra tenner if you bought the original but think of all the money you'd save on sedatives if you did. If you don't already own the full-pricer then don't buy another piece of software until you've snapped up this. [SB]

OVERALL 92%







FACE OFF

Buzz

£9.99

Yet another budget release from the Krisalis budget label, this one taking the shape of Face Off, an ice-hockey player/manager game, which is very similar to Man Utd Europe, reviewed earlier on these pages.

As with Man Utd you can choose to participate in either the arcade and management aspects of the game or tackle both together. As the manager you must look after your happy team and by monitoring their individual statistics can opt to put them in for a training to improve their speed, toughness, shot power, tackling ability and aim. You can also select the best players and allocate them to the best positions depending on their skills.

Tactics can be set by giving a general preference to midfield, defence or attack and you can also choose to play nicely or nasty. This last option goes hand in hand with the option to take the ref off - which can lead to the, ahem, occasional punch-up - which is why you need to get your men on the weight training rota. If, at this point, you are playing as manager only you can examine team stats against opposition stats to see how you match up, then cross your fingers and wait for the results.

Of course some of you will want to get out there on the ice yourselves and do some damage first hand, which is why the player option is there. Ha ha. To break up the violence, the odd bit of ice hockey must be played which takes the form of a fairly leisurely horizontal rink-romp. Passes and shots are available when you have the puck and bone crunching tackles can be delivered when you don't. It's all fairly primitive but not bad for a quick time-waster.

The managerial sections are presented very nicely with some good graphical representation. The arcade section is a bit more jerky and looks like it belongs to a game from a few years back but, like the Man Utd game, if you give it a go you should be able to get a fair bit of enjoyment out of it. [MB]

OVERALL 68%

REPLAYS!

GUNBOAT

Hit Squad Platinum

£12.99

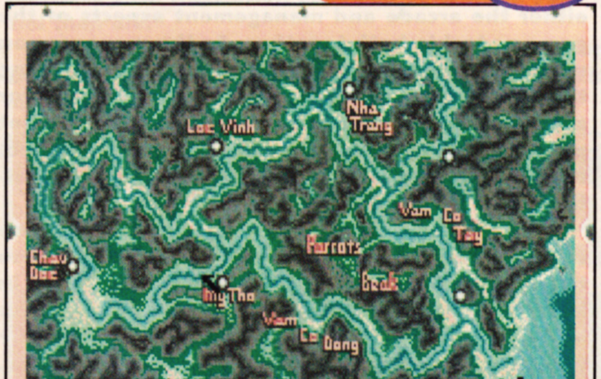
If you're one of those sad people that wants to live Vietnam over and over again even though you weren't even born when it happened then plug in. Get ready for 'interesting' stories about how 'exciting' it is to do 180° in less than one boats length at 30mph. Whoa, now I'm cooking.

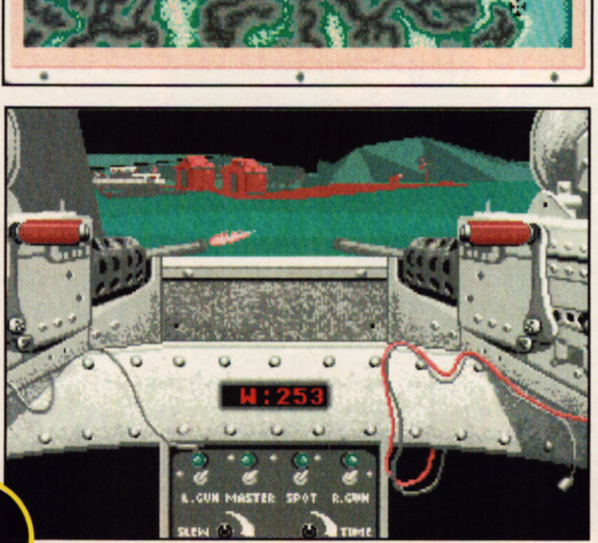
To describe Gunboat in the simplest terms, you take full control in the running of the PBR boat as you work through a number of missions. A map and a briefing gives you more specific details, but the basic elements of each mission boil down to using radar to find enemy encampments, infantry and patrols and then blowing them away.

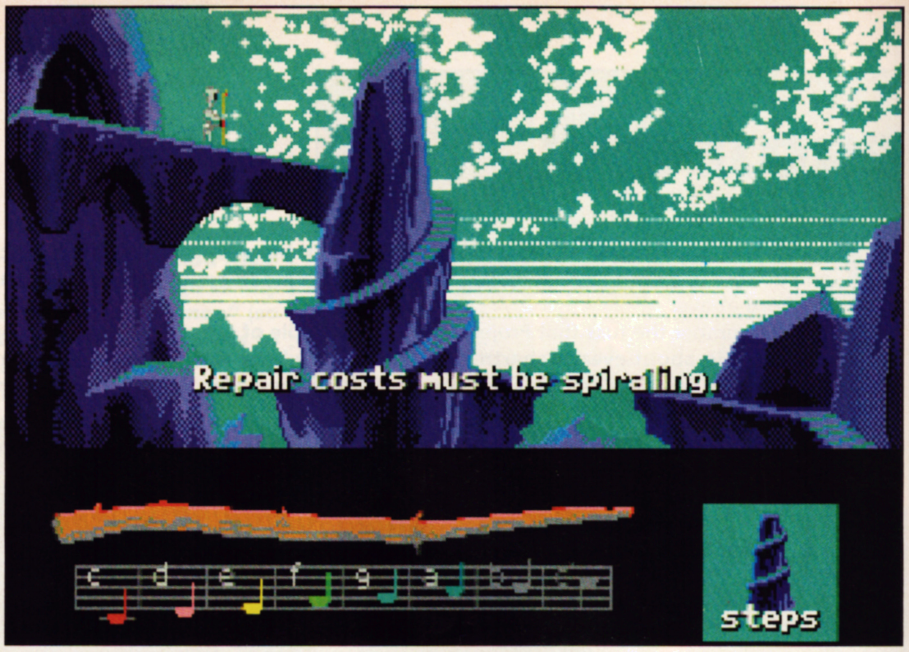
Initially you act as navigator and pilot, sending the boat towards the chosen location - Nha Trang, Sang Bang, Dang Gong, I was all over the place man - and when enemy are identified you then switch to gunner. While you're shooting the devils you can give directional orders to the copilot by using the function keys, without leaving the guns. Similarly, you can issue orders to gunners in this way while you are navigating - relying on their accuracy while you manoeuvre as close to 'Charlie' as possible.

The graphics and sound are reasonable but I personally found this game frustrating to play because of the time taken to acknowledge any input - the machine stores the keys pressed so that, if like me, you press a number of impatient times in a desperate effort to get the game to do what you want, you find yourself trapped watching while the machine jumps around trying to catch up with you. By the time it executes the orders you gave, you don't want to do them any more and as for the guns, well, you can probably imagine how many times I hit the fire key - it took two minutes of firing at water before I could move again. If you're patient, Gunboat's not too bad - I personally found it far too slow. [MB]

OVERALL 64%







Repair costs must be spiraling.

LOOM

Kixx XL 12.99

Okay. I think we all agree that Guy Threepwood was a pretty bad name for a hero but can LucasArts surpass that? Oh yes they can. Loom's hero, you see, is called Bobbin Threadbare. Bloody hell. But I'll forgive LucasArts that because Loom is lovely. No, really.

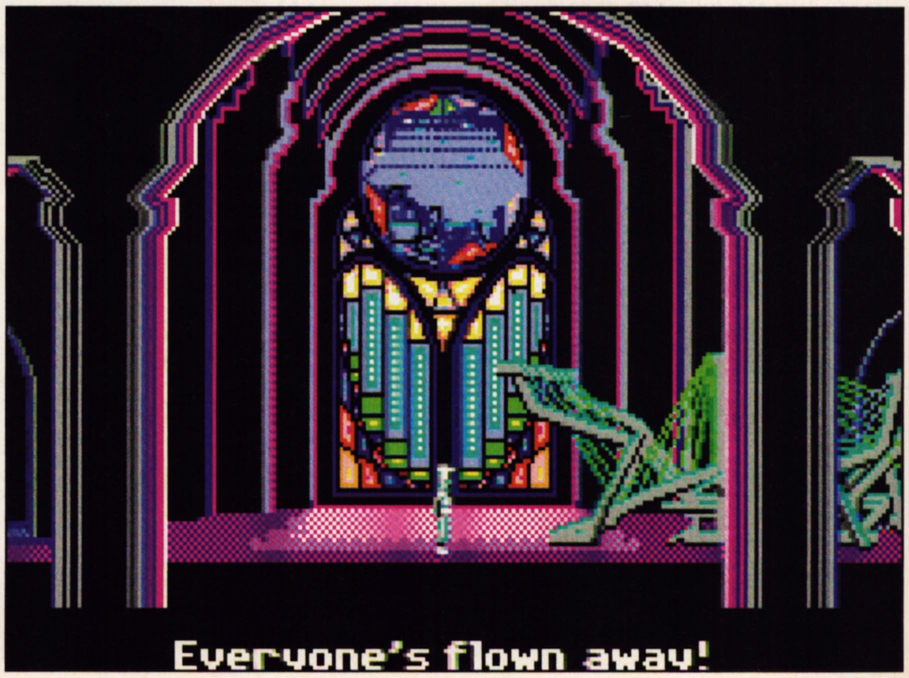
The game engine works in a similar way as the Monkey Island's did, but this time round there are more set animations (i.e. where you just watch) and not so much chosen dialogue - it's sort of a cross between Legend of Kyrandia and Monkey. The story revolves around a fantasy world on the edge of apocalypse with you as it's only hope of survival. But never mind all that, just point and click and off you go. The graphics are nice, as are the many animations that seem to be going on all the time.

The real cream of this game though is the magic. Yes, I love it. The magic is accessed by music - Take That wouldn't last long here then - with each 'draft' (spell) being cast by playing a four-note tune on your distaff (a large flutey thing or something). You start with only three notes at your disposal, which means that only simple spells like opening things or dying things green are possible, but as you progress more combinations and notes will become available to you.

I can't really think of too much else to tell you as the beauty of the game comes through when you start playing, but grumbles take the form of silly comments about the music which stops and starts every time the disk accesses. Do you remember that sad old git Norman Collier and his 'hilarious' broken microphone routine. Well, it's like that. There's only three disks to the game so swapping doesn't cause too much heartbreak though.

I want to take this game home and sleep with it, and I suggest that you do the same. [MB]

OVERALL 88%



Everyone's flown away!

F-15 STRIKE EAGLE 2

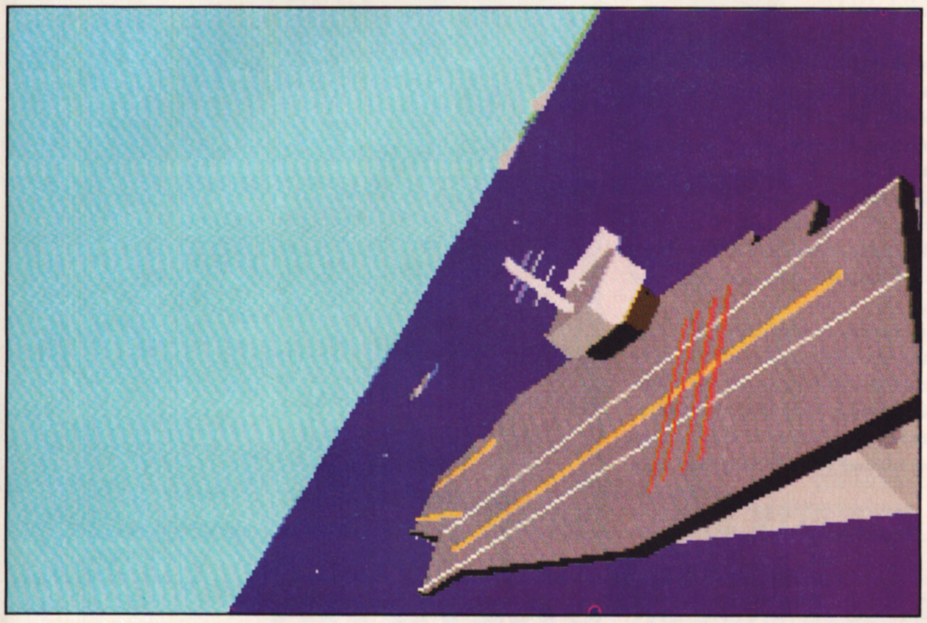
Kixx XL £12.99

You're not going to believe this but I've just enjoyed playing a flight sim - weird, huh? I think the real beauty of this game is that it can be played on as complicated or as simple a level as you want. Usually I miss out on any kind of flight game because I can't be bothered to plough through the generally huge instructions and key layouts. F-15 lays it all on a plate with automated systems, leaving you to shoot things while the simplified radar gives you a good idea of what's going on around you.

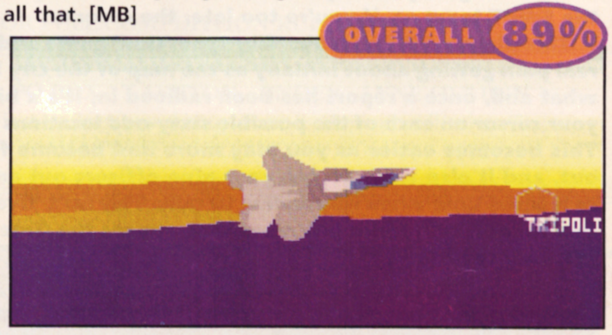
Six missions are available covering Lybia, the Middle East, etc., each with a different objective and different enemy hazards. Each mission always features two ground targets that must be destroyed as well as the numerous aircraft and ground implacements that can be engaged or avoided. You can let the auto pilot do as little or as much as you like - turn it off completely and you will need to look after take offs and landings as well as correcting your heading to intercept targets, keep it on and you can just decide to take over once you're at your destination.

Unlimited cannons can be fired along with a limited number of short-, medium- and ground-ranged missiles and counter measures are available in the form of chaff and flares. A number of views can be chosen manually, or you can turn on the 'director mode' and let the computer pick the most dramatic shots depending on the situation - a nice touch but a bit cosmetic.

If you've always fancied a bash of flight but couldn't be bothered now is your chance to have a nice call sign like "Red 5". Go on, off you go - bogies at six o'clock and all that. [MB]



OVERALL 89%



MIDWINTER 2

Kixx XL

£12.99

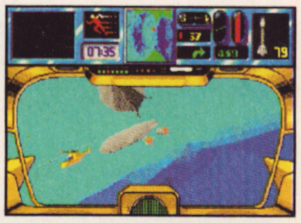
This is definitely one of the more intense cheapos this month - from the hand of Mike Singleton no less. Midwinter 2 tries to be a lot of different games all rolled into one but the basic picture is of a strategy/action war game.

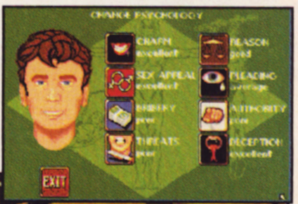
You're a top COBRA agent sent on a number of missions to liberate the Slave Isles by bringing each island's local authorities to its knees. There are forty-one different islands to be tackled with anything between one and five objectives/missions for each one. Missions may include assassinating enemy commanders, enlisting key personnel or sabotaging bases and factories belonging to the enemy.

You can choose to tackle these missions in one of three ways: Firefight - purely action; Raids - tactical as well as action; and Campaign - taking full control of all aspects. Planning is done via maps and agent deployment, with the action taking the form of 3D sections. A variety of land, sea, air and amphibious vehicles are at your disposal, along with an impressive number of weapons and you can choose to take practice missions in each before you embark upon a full blown one.

Before you do anything though, you must create the agent that you will be playing using the extensive character creation system. Apart from being able to change the physical appearance of your man/woman, you will need to define his psychological and physique abilities. He needs to have charm but capable of making effective threats, be able to plead but be authoritative when necessary. Physically you'll need someone who has fast reflexes but still retains sturdiness, etc. During the missions you may be required to swap between the different control methods, i.e. from flying a helicopter (and crashing) to travelling by 3D foot to using the icon system to interact with other characters.

The closest thing I can describe this to is a first-person version of Activision's Hunter but with much more pre-mission thinking required. It's pretty confusing to start with, but once your familiar with the various control systems there is a hell of a lot going on. Not bad, but a bit heavy. [MB]





CHANGE PSYCHOLOGY

CHARM excellent

REASON good

SEX APPEAL excellent

PLEADING average

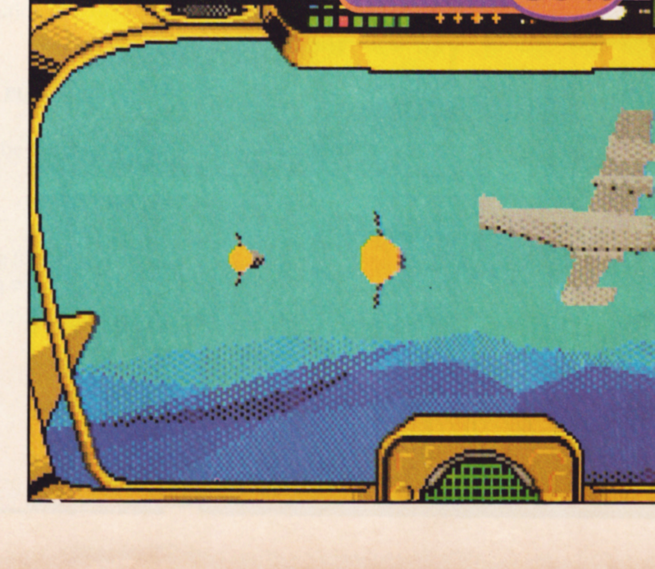
BRIBERY poor

AUTHORITY poor

THREATS poor

DECEPTION excellent

OVERALL 80%



REPLAYS!

HILL STREET BLUES

Buzz £9.99

Dum-ber-dum, dum-ber-dum, dum-dum-dum ber-dum-ber dum-dum-dum. Ah, the unmistakeable strains of the Hill Street Blues theme tune. Music never really translates well when written in text form, but I think you know what I'm driving at.

Do you fancy taking control of all your 'favourite' TV cops, deciding where to send them and who they should shoot. You do? Well you've come to the right place 'cause Krisalis have just released this 1991 game on their new budget label - Buzz - and for just under a tenner you can be any of the cast including Renko, Bates, Coffey, tea and biscuits.

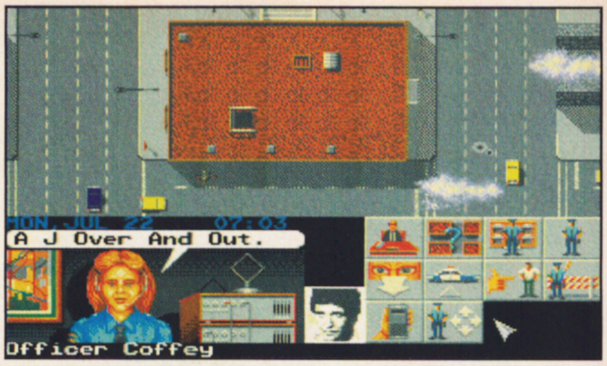
As Captain, you control the officers in your precinct from a God-like position in the sky, using the icon-driven control system to issue orders. Crimes occurring are reported in on the radio and by bringing up a map of the entire precinct you can pin-point specific locations that need attention, having a car on its way in seconds.

From your office you can access the main computer and get details of each incident, with each report giving you a location, the details of the crime - for instance mugging - and also photo shots of both victim and assailant. Once an officer is present at the scene, you can target and look at pedestrians in the hope of a photo match. If you make an ID, you can radio the description back to the computer operator and, if the match is positive, move in and make an arrest.

Most small time criminals can be brought in easily and it's really just a matter of reacting quickly enough to the report, but as the criminals move into the serial-killer league, you may need to radio for back-up, use firearms or even call out the SWAT team or, if you're too late, the coroner.

This plays a bit like a Sim City-type 'God' game and is quite entertaining. It's a real pain getting about initially as the map of the city has no indication of what is what and, once a report has been radioed in, it's a bit of a chore having to click your cursor on each of the possible sixty-odd locations until you find the right one. This becomes easier as you play more and become familiar with the city's layout, and it also helps to get your nine officers out and about patrolling the city as it saves time when responding to calls. This isn't 'five minute quicky' fodder but more than repays the time invested in it. [MB]

OVERALL 81%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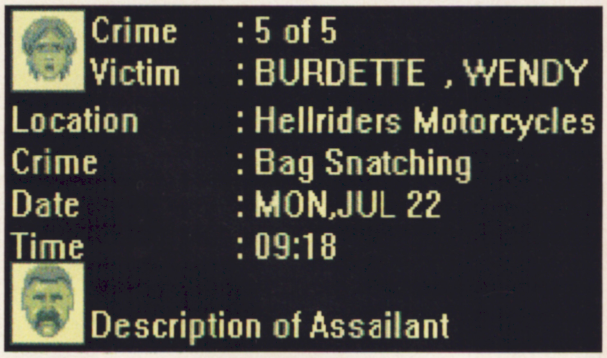
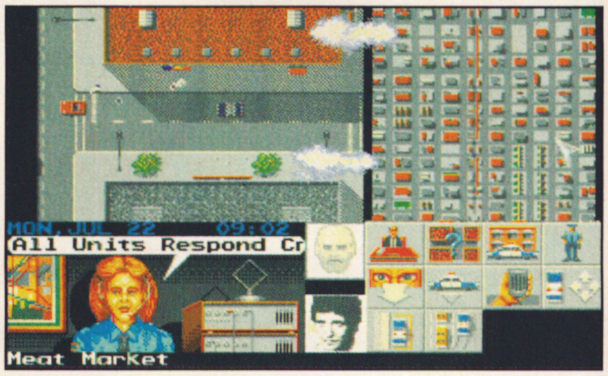
Officer Coffey


Crime : 5 of 5
Victim : BURDETTE , WENDY
Location : Hellriders Motorcycles
Crime : Bag Snatching
Date : MON,JUL 22
Time : 09:18
Description of Assailant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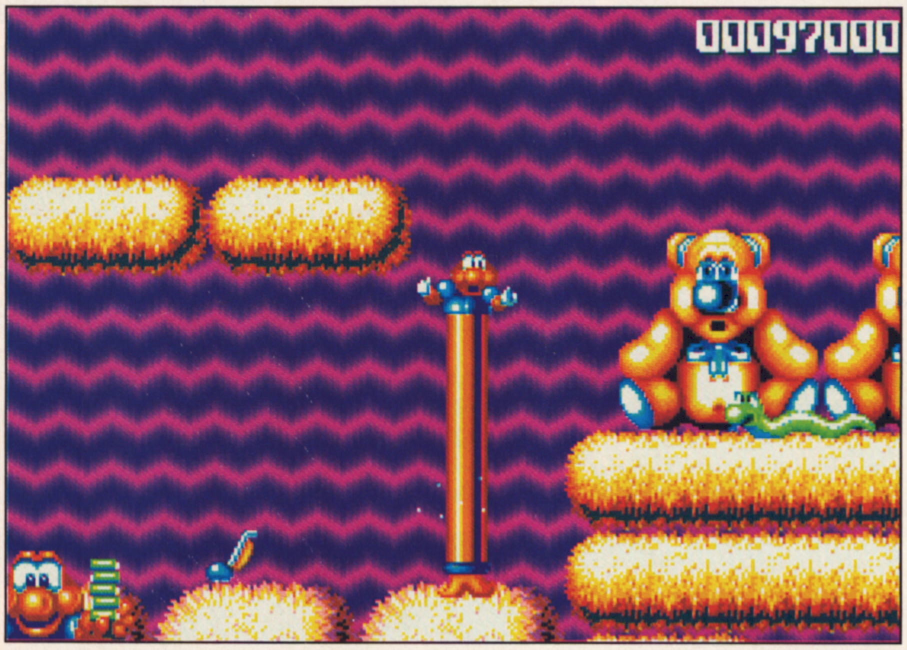
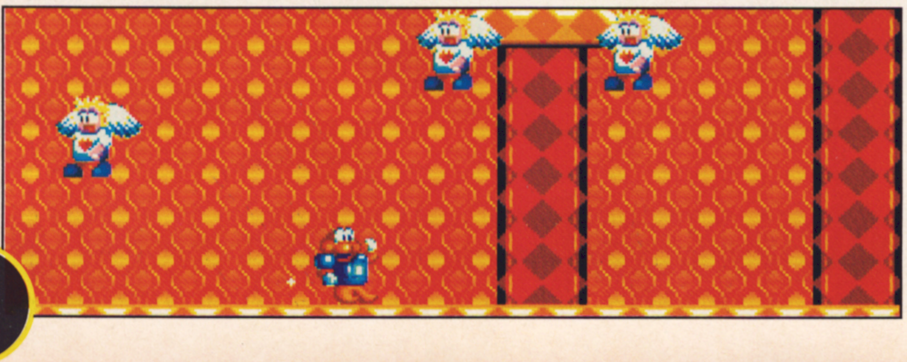
Meat Market





ROBOCOD

Kixx £7.99

When Millennium first created the character of James Pond did they have any inkling of the misery they were about to unleash on the games magazine-reading public? I feel sorry for you lot, you know, having to plough through endless fish-related puns and gags every time the sub-aquatic superspy's name is mentioned. So you won't find any here. Oh roe, er, no. (Damn.)

Anyway, Robocod. It's a platform game, don't you know. Apparently Dr Maybe, Pond's arch-nemesis, has taken Santa Claus hostage at his North Pole toy factory. Unless Pond rescues old Saint Nick then all the kiddies won't get their presents at Christmas, thus causing much wailing and gnashing of teeth. So Pond must negotiate the factory's many chambers, battling the toys which have been reprogrammed by Maybe to attack any intruders. Scary, huh?

As platform games go Robocod is fairly standard stuff - hop from platform to platform, bottom-bash nasties to kill them, collect bonuses, find secret rooms, etc - but there is one unique twist on the old theme. You see, Robocod is fitted with a miraculous Extendo-Suit, which allows him to stretch infinitely skywards and reach secret rooms and bonuses. Okay, so it's not much of a twist but it's quite novel and amusing and helps keep interest up.

Robocod was released roughly a year and a half ago now and it's surprising how quickly it's dated. Don't get me wrong, it's still a fine quality little romp but by the modern standards set by the likes of Arabian Nights and Superfrog it's nothing special. Still, at just £7.99 it's hard to really complain, so if you fancy some no-frills platform action then this easily delivers the goods. [DU]

OVERALL 82%

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KILL ZONE

Well, here we are again in the Kill Zone. Good to see so many of you back for yet more game-bustin' action. This month we have a real cracker of a Zone for you, with top tips on beating the baddies in Dune 2, a Gunship 2000 playing guide that even the most hardened chopper vet should get something from, the on-going Abandoned Places 2 solution, the start of a massive guide to Worlds Of Legend and... ooh, loads more.

DUNE II

The Battle For Arrakis

Westwood Studios new strategic space adventure is a bit of a corker, as well as being smarter than the average game. Here's some help, courtesy of Virgin Games.

Together we will purge this planet of the foulness of the other Houses.

GENERAL HINTS

THE KEYS TO SUCCESS

In terms of just playing the game, you'll find it extremely helpful if you can familiarise yourself with the keyboard hot keys. Learning these means that you don't have to visit the menus so often, giving you more time to concentrate on battle.

For example, when attacking with a vehicle, click on the unit and then press the A key, which orders the unit to attack. With the A key held down, move the mouse pointer to the intended target and then click again. Time saving routines like this will make victory that little bit easier to attain.

SAVE ME!

Save the game regularly, especially after winning large battles or surviving missile attacks. Just because you got through that sequence the first time doesn't mean you would automatically win through the next time you tried, so make sure that once it's done, it's out of the way.

SPICE CHECK

Check the position of your spice refinery as soon as you get the message that your harvester has been deployed. If the spice fields are too far away, the harvester will just sit by the refinery and wait for you to tell it to move.

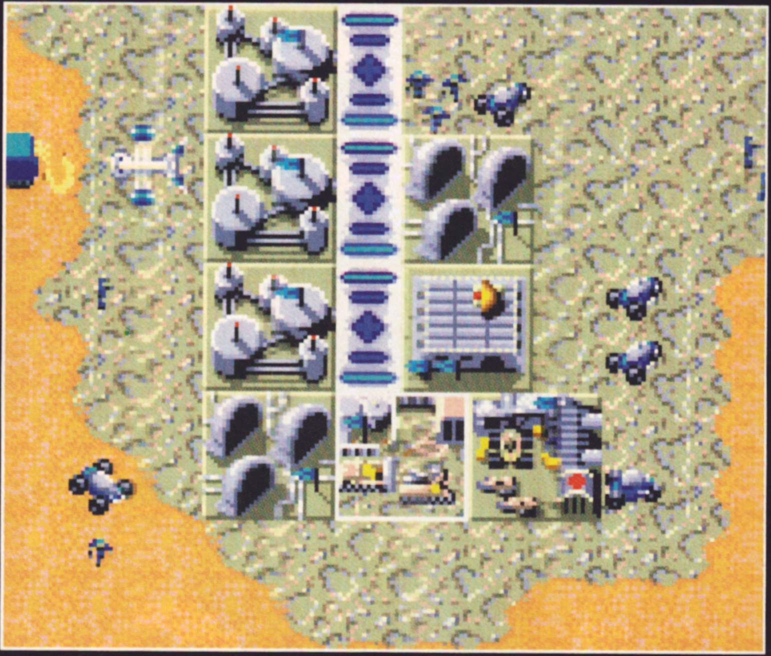
CONCRETE FOUNDATIONS

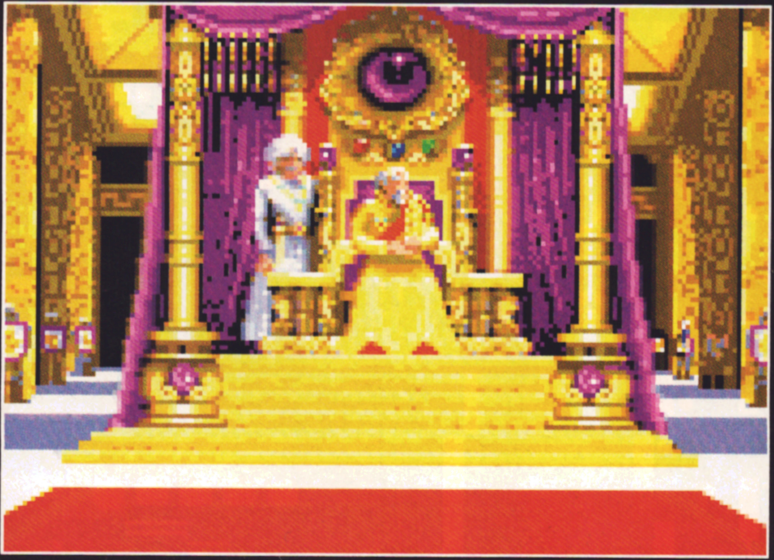
When building, build on concrete. This simple tactic will reduce the amount of repair needed later on, saving you time and money, and we could all do with a bit of that, couldn't we?

THE FIRST LEVELS

LEVELS 1 & 2

These first two levels are easy, and so





they should be. Use these levels to fully familiarise yourself with the game and its tactics, as well as taking the time to work out some of your own. Remember, you only have a small enemy force to battle against and they'll only be from one house, so have fun with them!

Failing that, the easiest way to win these levels is to completely avoid the enemy. If you stay out of contact (i.e. don't go anywhere near where you suspect one may be hiding) then they won't come looking for you. If you can, only move your targets far enough to find the spice fields, and then send your harvester to, well, harvest.

On the first level you only need two harvesters full of spice to win. On level two, where you need slightly more, you might find it useful to build two refineries, so that production is stepped right up. Remember, stay out of the way of the enemy whenever possible.

THE REST OF THE GAME

From the third level onwards make a habit of building three or four spice refineries, so keeping your production rate as high as possible. The other upshot of this technique is that the refineries act as storage silos, so you need to build less actual silos. Handy or what?

BASE DEFENCE

To defend your base, place units all around it. As a rule, the enemy from a particular house will attack from one direction only, but don't rely on the information given to defend. Carriers may airlift enemy units over and behind your base which, if not guarded, leaves you looking like a man in a steel codpiece sitting on a porcupine!

If you are offered the chance, build an outpost too. As well as allowing you to control vehicles over long distances, it also lets you track enemy vehicles at far further ranges than are otherwise possible.

UPGRADING

Upgrade equipment whenever possible, and the only way to do this is to upgrade installations when the option becomes available on later levels. As your installations get better, so do the items and units that they create. If you've been playing the game for a while, and haven't been offered any kind of upgrade, then check the repair status of your installations - you will only be offered the upgrade if a building is at 100% health, so keep repairing at all times.

THE GRAND ORDER

Try to figure out the hierarchy of installations. Some of the heavier buildings can only be built provided you have the one just before it on the grand scale of things. For example, you can only build a heavy vehicle plant once you have built a light vehicle plant. You may never need to use the light vehicle plant but build one anyway, because you'll definitely use the heavier variety.

WIND TRAPS

Wind traps are vitally important items of equipment and this is a fact that the enemy knows only too well, so make sure you have plenty of spare ones built as well as continually monitoring the ones in use, remembering to repair them as soon as they take any damage. Later levels see the enemy using them as target practice - you have been warned. Don't come crying to us.

WEAPONRY

It might seem like an obvious thing to point out, but build gun and rocket turrets. You'd be surprised at how many people forget about this little detail and then find that the enemy can quite easily wander into your base and wipe out everything they find.

The best tactic to use is to build a line of concrete blocks at least six blocks long from your base in the direction of the enemy base, and then build a line of gun and rocket turrets (rocket turrets only on later levels) running at right angles to this wall. This should give you a decent enough line of defence to hold off most attackers.

D-FENS

When building, remember that this is not Sim City. Putting your wind traps and silos in groups looks lovely, but all it takes is one direct hit from a Death Hand missile and you've lost all your power or, worse, all your spice, leaving you with nothing more than the 'Game Over' message and a tear forming in your eye. Also, another handy trick is to build bare concrete between buildings so that the effects of a Death Hand missile aren't too disastrous.

MCVs

Build a Mobile Control Vehicle as soon as you can and move it away from your base to a safe location. Should your construction site be destroyed, the MCV becomes a new one. In all other circumstances, it's useful to have anyway, as it doubles the speed with which you construct walls, guns and so on.

ATTACKING THE ENEMY

When attacking an enemy base, take out all gun turrets first. If you don't, all the units you send in automatically become sitting ducks. Send a lot of units at them at once, and fire like mad until they're wiped out.

Now head for the construction site, which if destroyed will weaken the enemy severely. Now go for any refineries or silos in the area. Take these out and the enemy building power will be reduced heavily. Ha-ha!

If that lot doesn't help you, then you're beyond help.

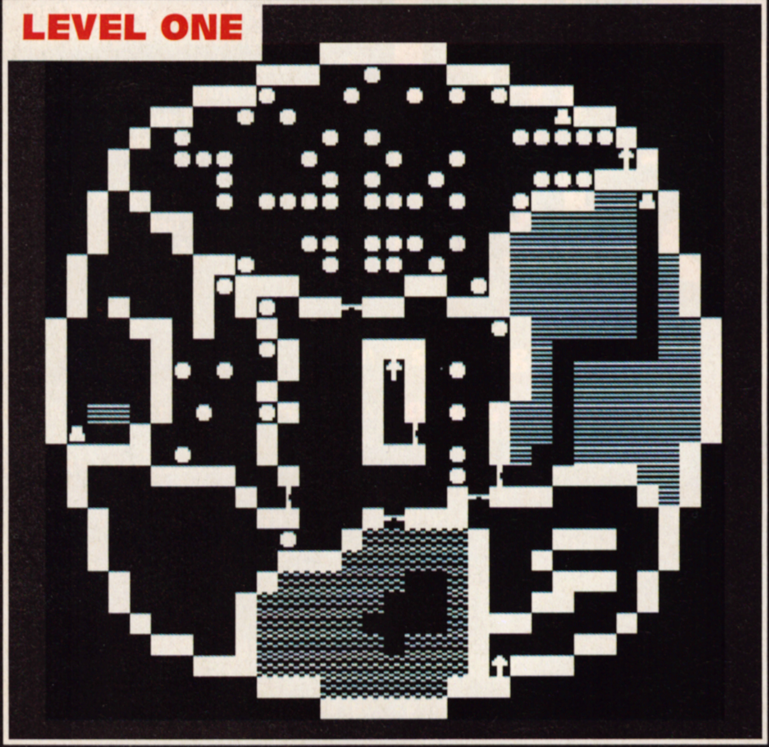
ABANDONED

Phew! Thank goodness we've managed to get out of those gloomy and depressing Dwarven Dungeons! But there's no time to rest so let's press on in this, the second part of the solution to ICE's massive RPG...

BEFORE WE BEGIN...

In case you didn't get last month's issue or have plain forgotten all about it, I'll start by reminding you how these tips work. Throughout you'll find references to various grid position. The grid starts in the top-left corner of the map at (0,0) and works across and down from there. So if you're asked to go to somewhere at (5,10) then you should look on the map at a position 5 squares across and 10 squares down from the top-left corner. Okay, got that? Then I'll continue...

THE TOWER

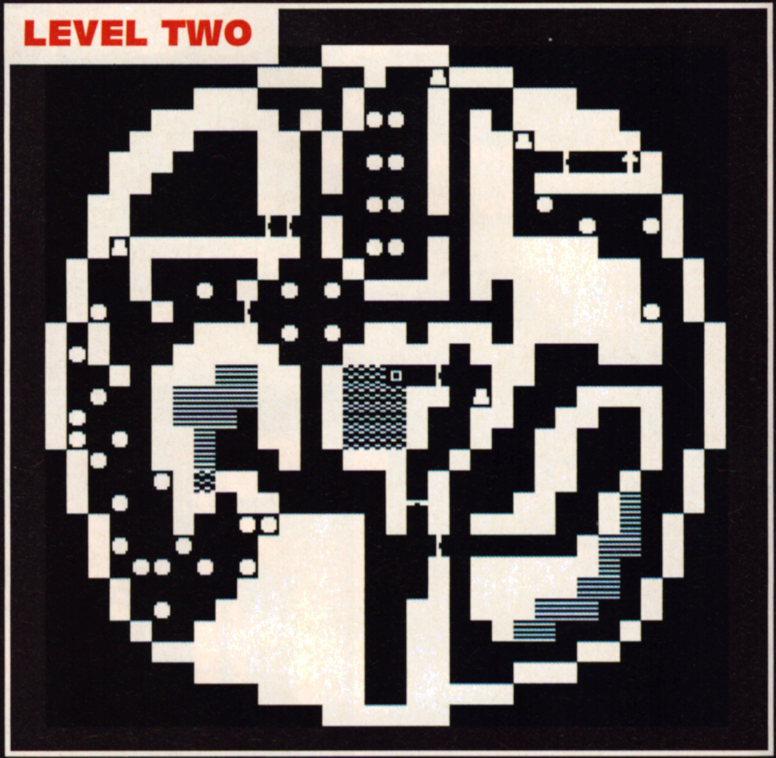

LEVEL ONE

LEVEL 1

Head towards (23,20) and face south. The pillar at (10,12) can be removed by using the secret switch in front of you thus permitting you access to another switch which you should pull. The door at (14,12) will now open so you can get into the north room. There you'll find a chest which you should plunder mercilessly. Now go upstairs to Level 2.

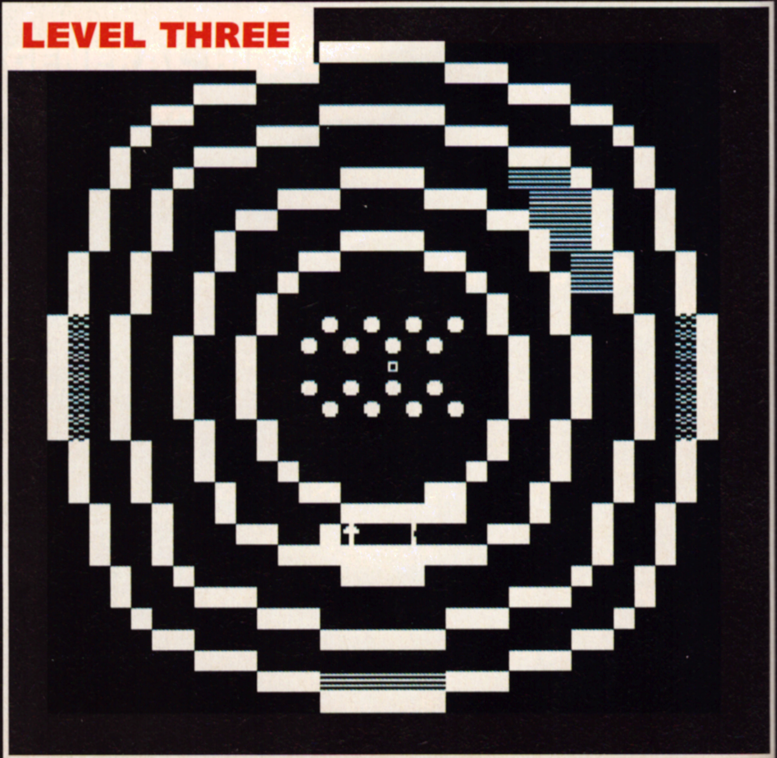
LEVEL 3

Kill the monsters you encounter and pick up the key at (11,19). Make your way south by walking through the wall - don't worry, it's illusionary - and head for (20,23). To progress further you'll need to levitate the party over the teleporter pad. Finally open the door with the key and go down the stairs to Level 4.


LEVEL TWO

LEVEL 2

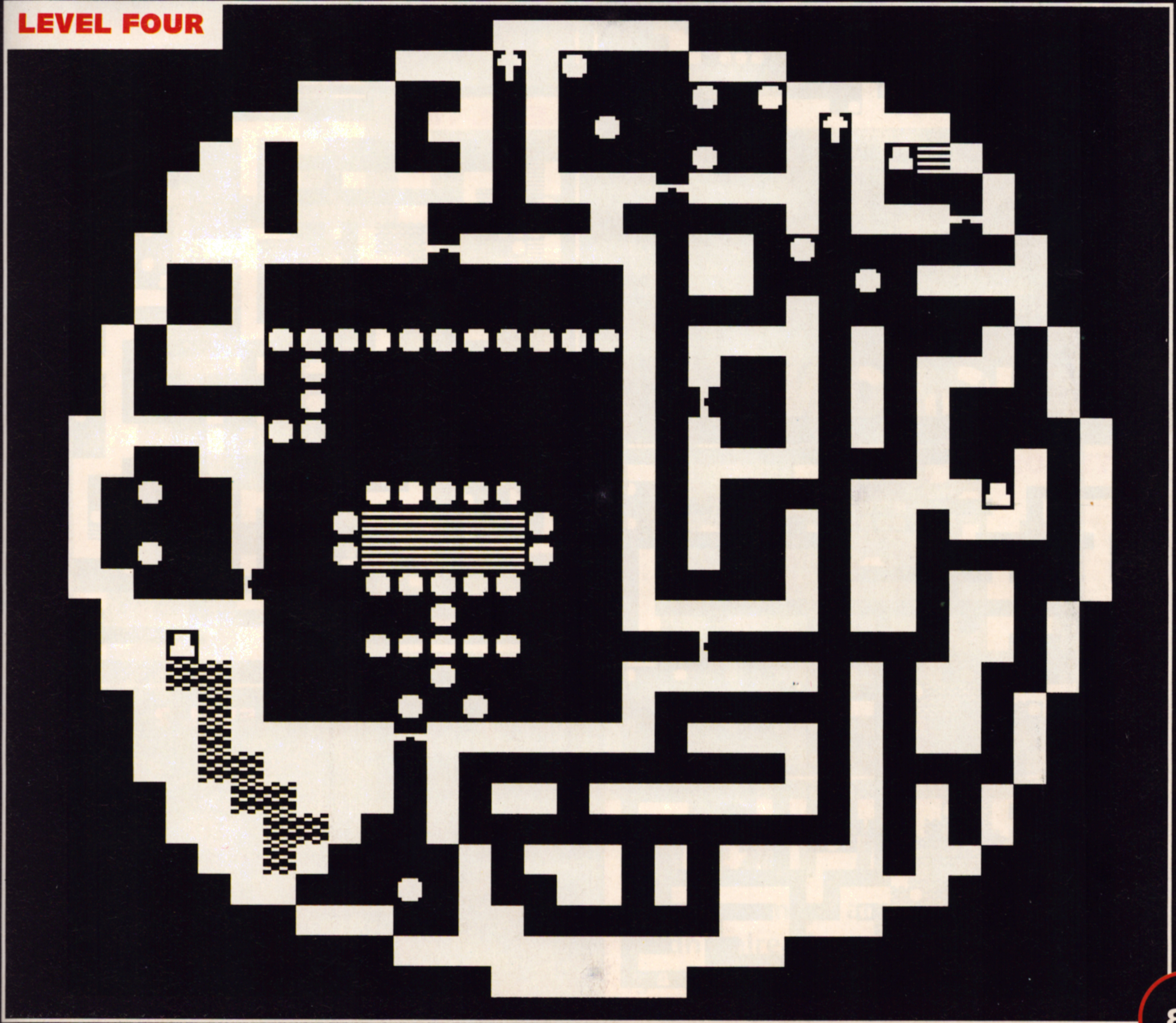
The locked door needs to be opened using the magic sapphire. Three more sapphires will be needed to open the doors to the pit at (16,15). Fall down the pit to get to Level 3.

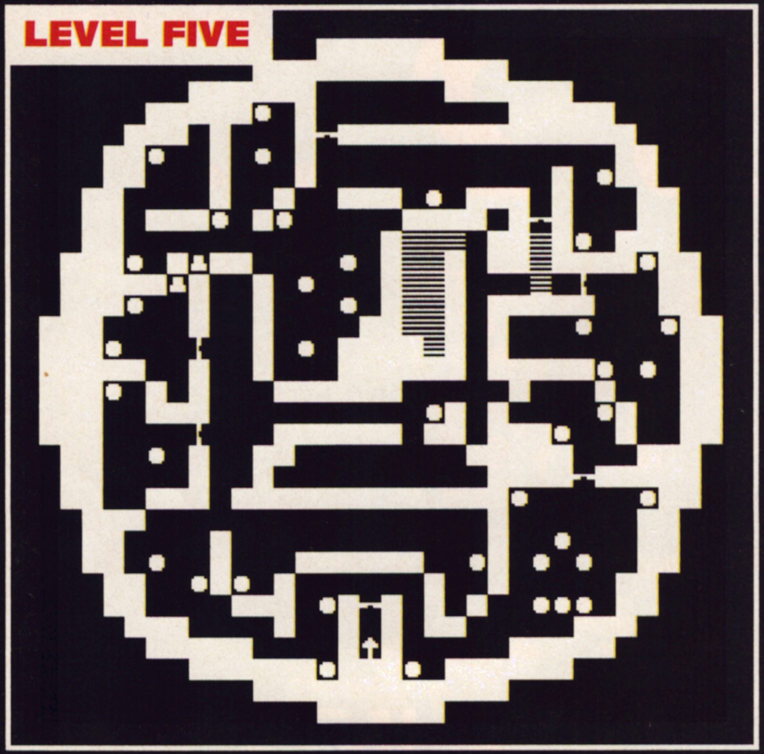

LEVEL THREE

PLACES 2

LEVEL 4

The switches at (14,6) need to be toggled to open up the door and passage way at (12,2). Use levitate spells to hover over the first row of switches and then flick the switches at (10,9) and (12,9) to remove the object at (16,10). A spell needs to be cast down the corridor at (2,10) to gain access to the main room via (7,11). A key can be found at (9,16) in the fire which will open the door at (19,20). You can now make your way down to Level 5.



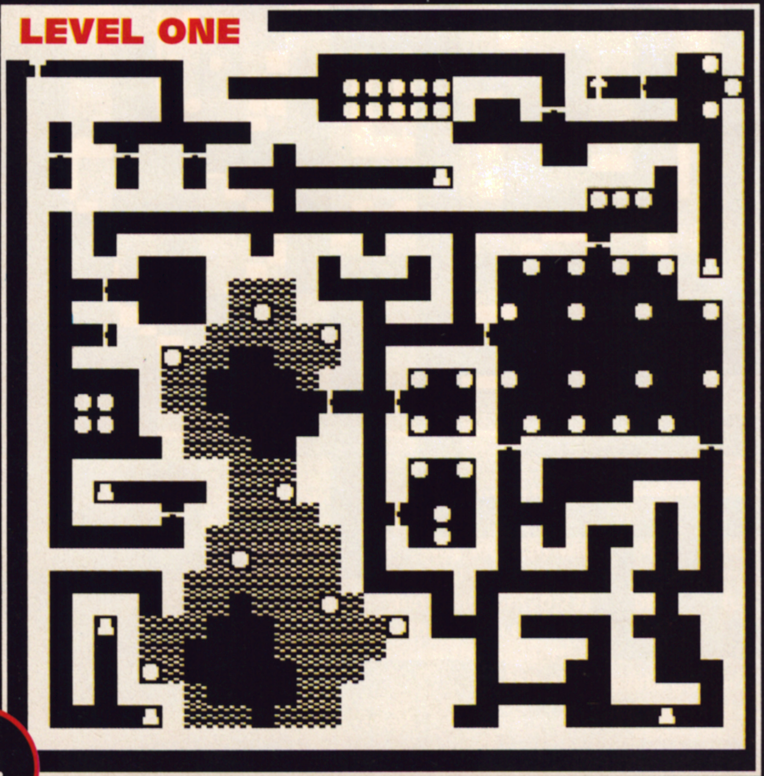


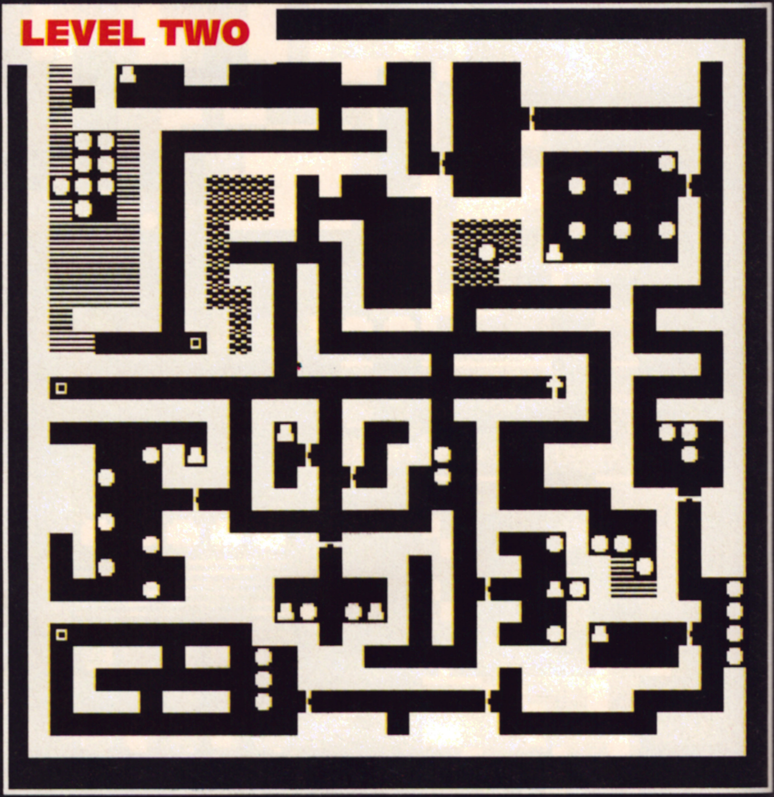
LEVEL 5

This level doesn't have to be fully explored. It contains some useful items but they're not essential to the completion of the game, so if you fancy hunting them out it's up to you. You can arrive at this dungeon by the stairs to the south of Level 1.

To open the door items need to be placed on a pressure pad at (23,10). Failure to do this will shut the door behind you leaving you stranded in the northern section.

DUNGEON





LEVEL 1

The switches near the start will open the various doors and walls in this part of the level. Use the teleporter at (1,6) to get to (3,9). Now go to (20,28) and use a true-seeing spell to reveal the illusionary passage. Then kill all the monsters you encounter to get a key.

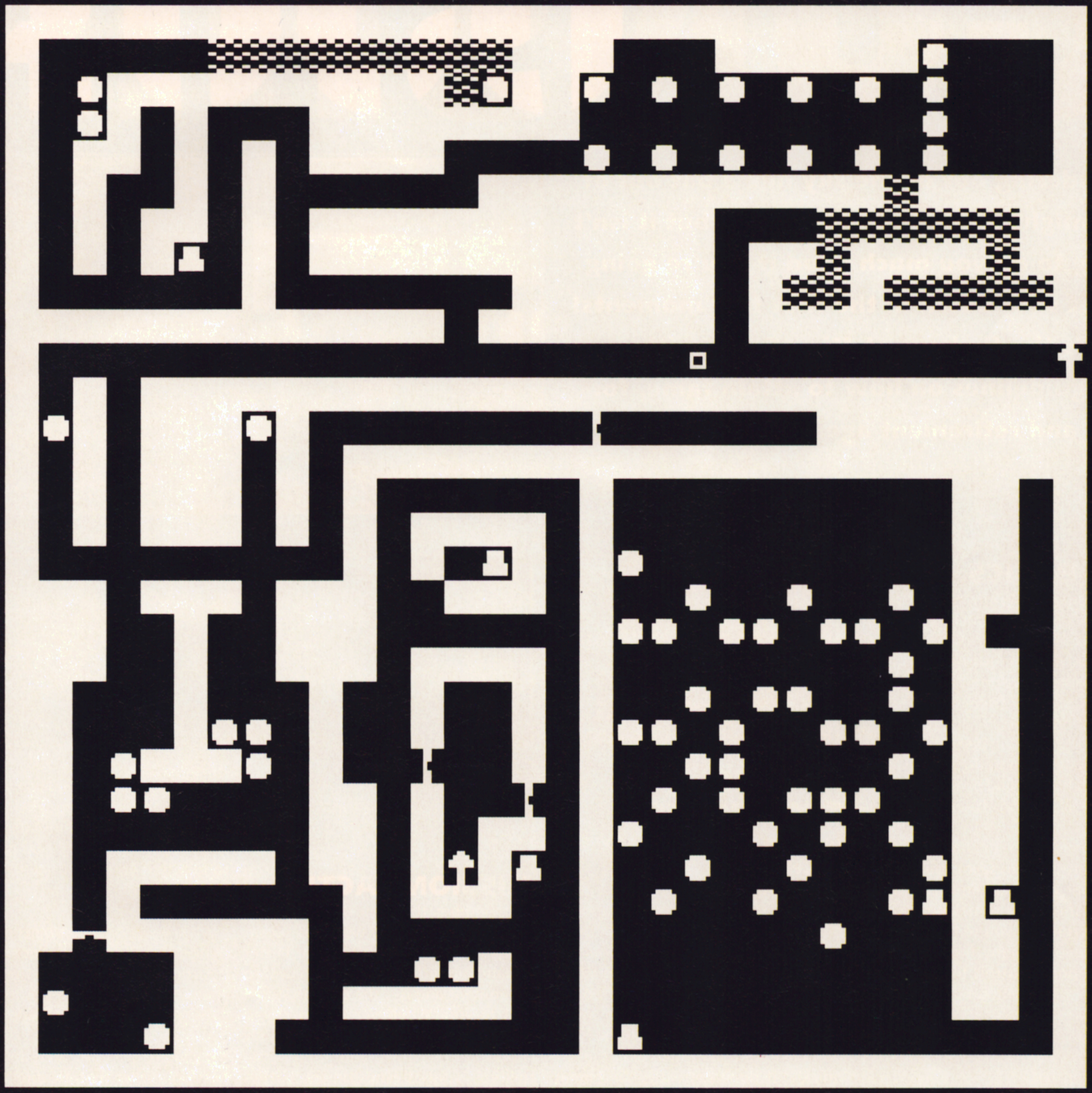
Make your way to (20,28) and teleport back to the start. Use the teleporter at (7,6) to be whisked to (9,2). Use the key on the door at (23,3). Press the switch at (21,3) to reveal another key at (17,2) and then make your way through the door at (27,2)

LEVEL 2

Walk across to the fire at (26,24) and pick up the key on your way through. Now go to the pit at (1,15) which will drop you at (1,26) - once again, physics is thrown to the wind in AP2!

A feather key can be found at (5,28). Use the switch at (8,28) to open the door at (12,29). The feather key can then be used at (19,29) then go round to the next door where the second feather key is to be used. Now go down the pit (7,13) to reach Level 3 - but make sure you've read a little way ahead first!

LEVEL THREE



LEVEL 3

Once you've dropped down the pit you'll find yourself over another pit at (20,10) - aaaiiieee! If you wish to remain on Level 3 (and I suspect you do) you must use a levitate spell. Now go to the teleporter at (23,12) which will take you to (18,14).

The switches on the walls should be used to get the key at (26,18). Use the teleporter at (30,14) which will magically transport you to (16,23). Use the key on the door at (11,22) and then trot up the stairs at (13,25). You'll find yourself in the north-western part of Level 2. If you have a scout around you should eventually find a key. Clamber back down to Level 3 and then use the pit at (20,10) to tumble down to Level 4.

NEXT MONTH!

Yet more maps and guides, as if you hadn't already guessed. Are we getting too predictable?

GUNSHIP

Thundering out of the sky like a bat out of hell might all be fine and dandy, but it isn't going to do you much good if you're going to get shot down in the first few moments! Here's the fly boys at MicroProse with a few guidelines on how to attain fame, fortune and retirement age.

THE BASICS

- First things first, ignore the Persian Gulf area. The basic missions on the easiest levels of the European campaign are no more dangerous, and you stand to learn a lot more concerning terrain handling as well as dealing with more advanced enemy units. You might be a dab hand at avoiding pea shooters, but is that really going to do you any good when you have a Hind bearing down on you with all cannons blazing?

- Stick the co-pilot in charge of countermeasures, as this saves you trying to cover your own back in the midst of combat. If combat is making your flying too erratic or you're finding it too hard to avoid enemy fire, then hand over weapons controls to the co-pilot too and concentrate on flight, but get back onto weapons as soon as possible. Just because the co-pilot is computer-controlled, that doesn't make it perfect. Remember that.

- When flying through the combat zone use as much terrain for cover as you can. For the most part you'll be using the hills, although the rivers make excellent cover - you can actually fly below ground level if you're really careful, at which point the ground radars will be completely unable to track you! When jumping between hills fly at low altitudes, using your radar to ensure that the way ahead to the next hill is clear. If there are red dots on your radar, then use the two efficient attack techniques outlined below.

ATTACK TECHNIQUES

(1) THE 'POP-UP' TECHNIQUE

Using this technique you hover just behind a hill and then quickly up your torque and rise over the hill. Don't move forwards, just lock onto your targets and wait for them to fire. When they do, drop back down behind the hill and wait for the missiles to smash into the rock. When you hear the back, pop back up again, take aim and fire quickly. If done correctly, the enemy won't have time to reload and reaim.

(2) THE 'ROUND THE SIDE' TECHNIQUE

The second technique involves hovering behind a hill again, and then slowly flying around the hill and attacking with cannons. For this to work well, the enemy units have to be quite close to the hill, so as not to have time to load and aim. You can combine these two attacks as you wish, perhaps popping up over the top of the hill, dropping down again and then coming round the mountain while all the enemy units are still aiming at the top of the hill.

MISSION TACTICS

- Remember that you don't have to take the chopper and weapons set-up suggested. Certain craft are far better at handling different mission types, so experiment and get the ones that feel best to you. Whenever the Longbow Apache is available, use it. It's the only chopper that gives you long-range Hellfires, vital at times on the battlefield. Also, it's mast is an obvious boost when undertaking recon missions.

  If you can't get hold of an Apache, then take the Comanche Stealth instead and give Apache's to your wingmen. The Apache makes a far more attractive target for the enemy so all enemy fire will be directed at your wingmen, giving you plenty of time to jump in and take out units with your cannon.

- If undertaking transporting, picking up or any kind of rescuing, make sure that there's a Blackhawk flying in your squadron. Sometimes these aren't selected as standard and can you imagine that sinking feeling when you take all that flak, brave all those dangers and finally arrive at the pick-up point only to find that you don't have a chopper that can do the job?

- While we're on the subject of picking things up, when on a collection/rescue mission, make sure to wipe out all enemy units in the area so to create a danger-free zone to work in.

- If you are given a search-and-destroy mission, rather than fly directly to the recommended area and risk taking all sorts of flak, mark out a triangle around the area in the map mode and then follow that. As soon as your objectives are spotted they'll be marked on the map, and it's guaranteed that within the first two 'walls' of your triangle you'll find what you're looking for.

- Should you be given a mission that involves taking out a train, don't bother aiming for the carriages while the train is moving. Instead, fly ahead of the train, turn to face it and take out the engine using your cannon. This

2000

immobilises it and you can now pick off the remaining bits at your leisure.

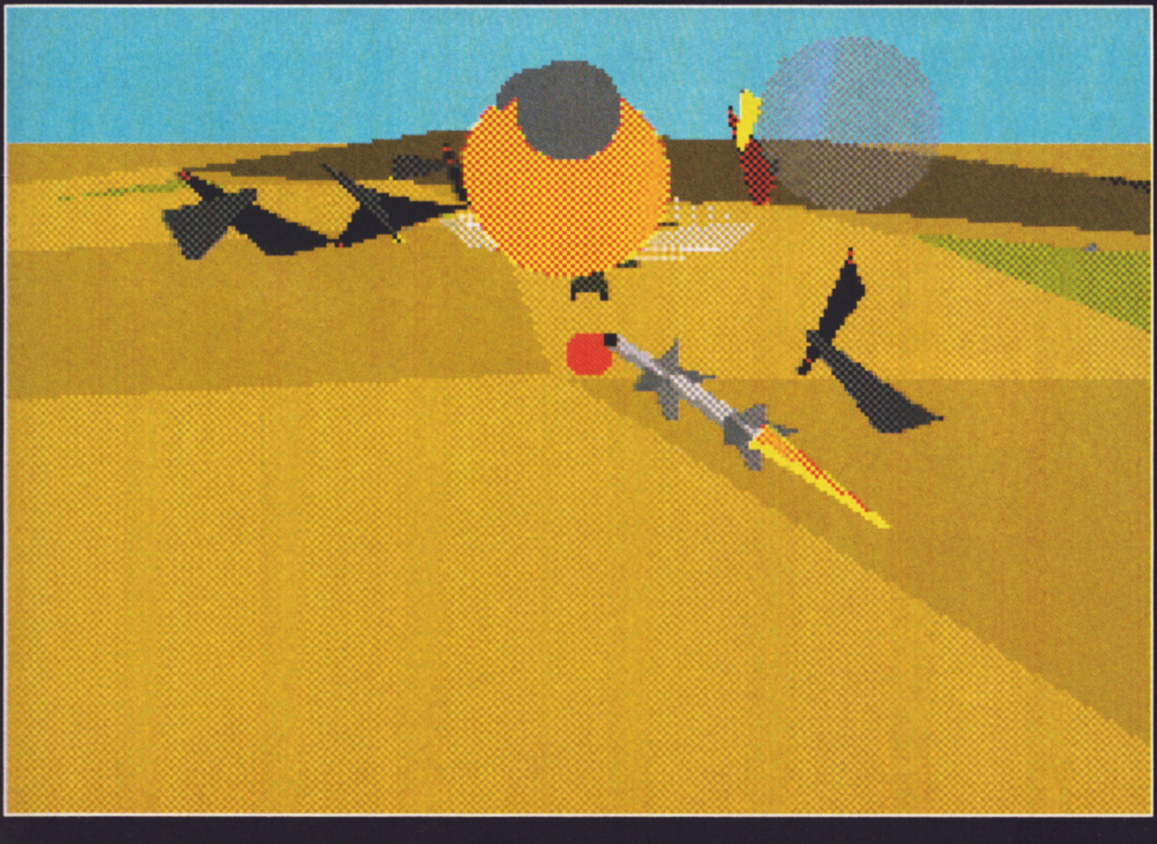
- Using wingmen to carry out recce missions for you is a doddle but you must remember a couple of things. First of all, get them into choppers with masts, to aid visibility and efficiency. Secondly, when they are nearing the target area, switch off their weapons otherwise they will fire upon any targets they come across. Once you are given confirmation that the objective has been accomplished, switch their weapons back on with your blessing.

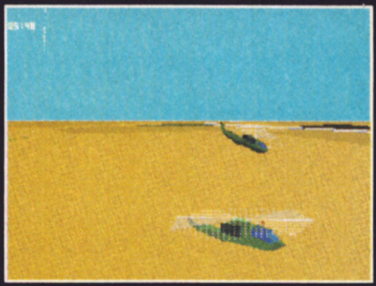
- When promoting your squadron during a campaign, promote the section leaders first and get them as high as possible. In any strike, the section leaders almost always fly out in front and will be shot at the most. Promoting them increases their skill considerably, gaining expertise with jammers and just not getting hit so much.

- While on the subject of jammers and the like, you may wonder what to do should you run out of chaff and flares. Believe it or not, it is entirely possible to avoid missiles bearing down on you with skillful flying - just watch the radar and when they get close, turn towards them at high speed. For example, if you're travelling forward at, say, seventy knots, and a missile is coming up from the right, bank across its trajectory at the last minute, giving it no time to turn and follow you. If you try to turn left, you leave it too much room to follow you round the arc. If the radar doesn't give you enough information, then fly using the external views.

WEAPONS

Unlike in most flight combat simulations, the cannons are extremely effective weapons in Gunship 2000. You'll probably find yourself using them more than any other weapon. Don't be lulled into the false sense of security that tells you a missile can wipe out anything with one shot. Some targets need two Hellfires before they'll consider laying down and dying, noticeably enemy





infantry. Rockets generally destroy targets with one hit but you have to use them very sparingly, so stick with the cannons is our advice.

All rockets and missiles require lock before they stand a chance of hitting their targets, but not all of them are classed as 'Fire And Forget'. Just in case you haven't been reading your manual a thoroughly as you should, a F&F missile is one that guides itself - once locked you can leave it to do its own thing.

Radar guided missiles require you to stay locked onto the target manually, guiding the missile to its raison d'etre, so once you sent one flying do not chance targets and do not change weapons. Well, you can if you want, but that just results in a wasted missile. Just in case you aren't completely sure, here are all the Fire & Forget missiles available to you (all rockets are F&F): Stingers, Sidewinders, Sidearm, Maverick, Penguin.

HOW TO GET AS GOOD AS US

In a game that bases itself on high mission scores and stacks of promotions, wouldn't your palms get all sweaty at the thought of a cheat that gave you infinite weapons, froze the clock and made you invincible? So would ours. Unfortunately, we don't have such a cheat, so you'll have to get good the hard way. Here's the easiest hard way we know of...

With all options set to their easiest levels, turn realistic flight on. This is the one mode that will take most adjusting to, so it's worth learning it now. The first thing you'll notice is that you can no longer fly in a straight line. The moment you push the nose forward, you'll start losing height, so be ready to adjust the torque settings at all times. Also, start reading the HUD carefully, so that you always know when to make adjustments.

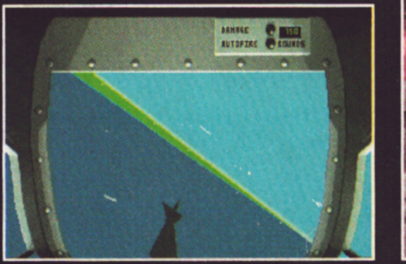
The next two to switch to harder settings are wind and visibility in that order. These don't make all that much difference, but get used to them all the same before you switch off the ground avoidance. This is the point where you discover what an awful pilot you really are. No more of this flying at a mountain knowing that the autopilot will lift you over. No more being unable to crash. Now we're getting into 'real man' flight! Finally, switch on realistic landings, as by this point you should be such a good pilot that landing should pose no difficulty at all.

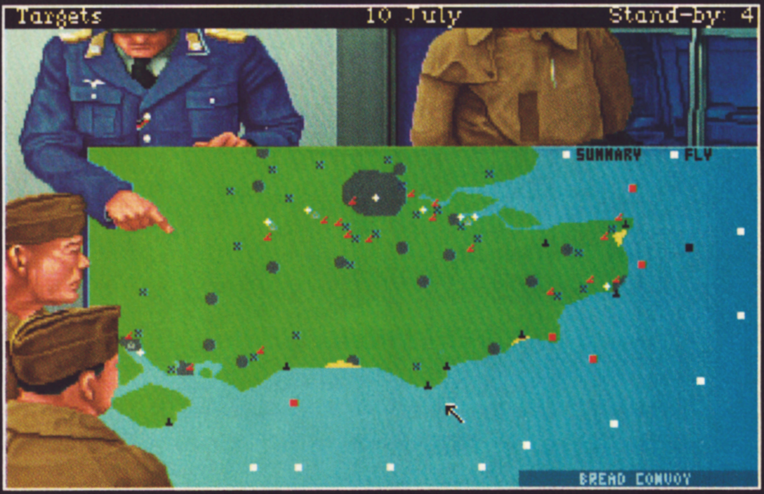
Once you have the hang of all that, it's time to start stepping up the enemy intelligence. Play a few missions against each strength until you can master them, then move up again. By the end of it, you should be able to hold your own in a crate that refuses to stay in the sky against a legion of TIE Fighters commanded by Jedi Knights. Or something.

Your final objective is to claim the Congressional Medal Of Honour. To get this you need to have all difficulty settings at maximum, be flying a campaign mission, destroy both objectives within 60 minutes of game time and clear up practically every other unit on the map without getting scratched. If you can do this, then you're ready to try it without fuel. Now that's what I call a challenge. Especially if you do it with the monitor switched off, but now I'm getting silly.

REACH FOR THE SKIES

No, this is not a poor attempt at being John Wayne, just a passable and occasionally exciting flight combat simulator from those bods at Rowan Software.




Targets 10 July Stand-by: 4

BREAD CONVOY

Modern fighter aircraft are a doddle to fly. Bumper car controls and automatic systems run by computers as powerful as a Cray XMP.

That's not what flight is about, is it? Airborne combat is all about heroics, outwitting the opposition with a dazzling display of skill and daring, watching your tail while looking out for the safety of your wingmen. Sigh. I feel like leaping into a cockpit right now. Except I have to write this.

Only it's never that easy, is it? Take away all the sophisticated gadgetry, and more often than not you'll find your reflexes just aren't up for the job. Unless, of course, you follow these simple steps towards being a better pilot.

• One of the most important things to bear in mind is the position of the sun. Whenever possible, fly away from it, as there's nothing more likely to cause you to lose combat than starting to bank into a confrontation and blinding yourself in one move.

• Also, keep your eyes off your instruments if you can. Keep looking around you, both out of the cockpit and using available external views. Make sure you always know where the opposition is, and what trouble lies ahead. After all, what's the point in knowing exactly what your current bearing and speed is, if you get shot down by a bandit you hadn't noticed flying in at seven o'clock?

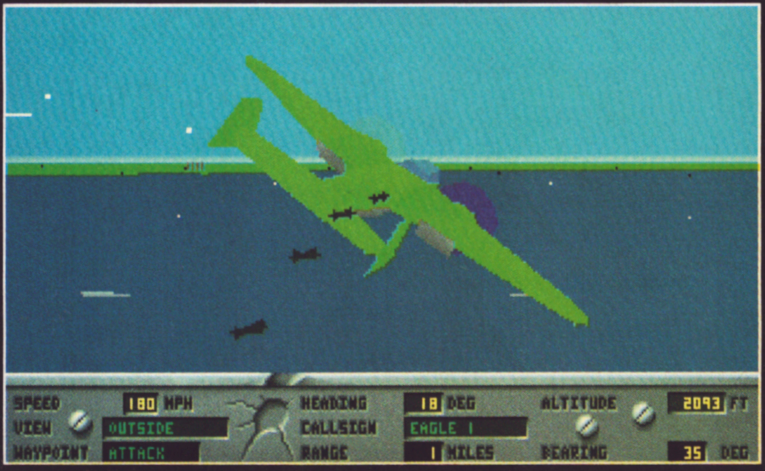
• Spitfires fly quite low compared to modern jet fighters, so you have quite a lot of instant information available when it comes to spotting the enemy. For a start, relative motion makes it easy to spot a plane coming over the horizon and, as you're flying low, tracking the shadows of enemy aircraft makes it easy to locate them. Don't rely on your mirror to let you know what's coming up behind you. Take full notice of the messages sent to you by the ground crew and wingmen, and when you have a second, use the outside view.

• When you can, fly in pairs or more. Having the extra pair of eyes, as well as the extra pair of guns, makes it even easier to take out the enemy. However, don't concentrate too much on flying in formation, Stick together as so to be able to give each other support when needed, but be prepared to break at any point.

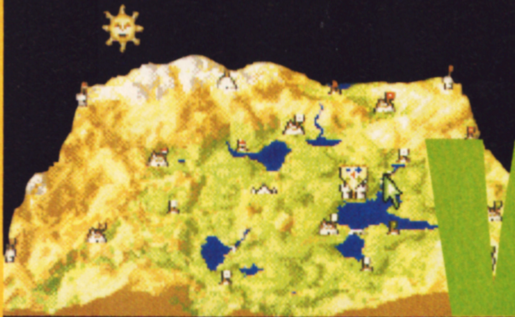
• Attacking another craft contains so many variables that there's no absolute way to guarantee success, but here are a few pointers on how to take them out of the skies. First, and most important, stay out of sight. Check what kind of aircraft it is. If it has a rear gunner, then head upwards and try to use clouds as cover. If it has no rear gunner, then get behind it and close in for the kill.

• If you are flying with a wingman, then one of you concentrate on the kill while the other watches out for both of you. This'll stop you being shot down due to negligence. If you don't have a wingman, then KEEP YOUR EYES OPEN!

• Finally, aim before firing. It might seem easier to just let rip and then 'steer' the path of the bullets to hit your target, but the second you open fire your position will no longer be hidden. Stay sure from the start, and you should have no problems at all.


SPEED 180 MPH
VIEW OUTSIDE
WAYPOINT ATTACK
HEADING 18 DEG
CALLSIGN EAGLE 1
RANGE 1 MILES
ALTITUDE 2093 FT
BEARING 35 DEG

THE SQUADRON GATHERS TO HEAR ABOUT YOUR LATEST SUCCESS.



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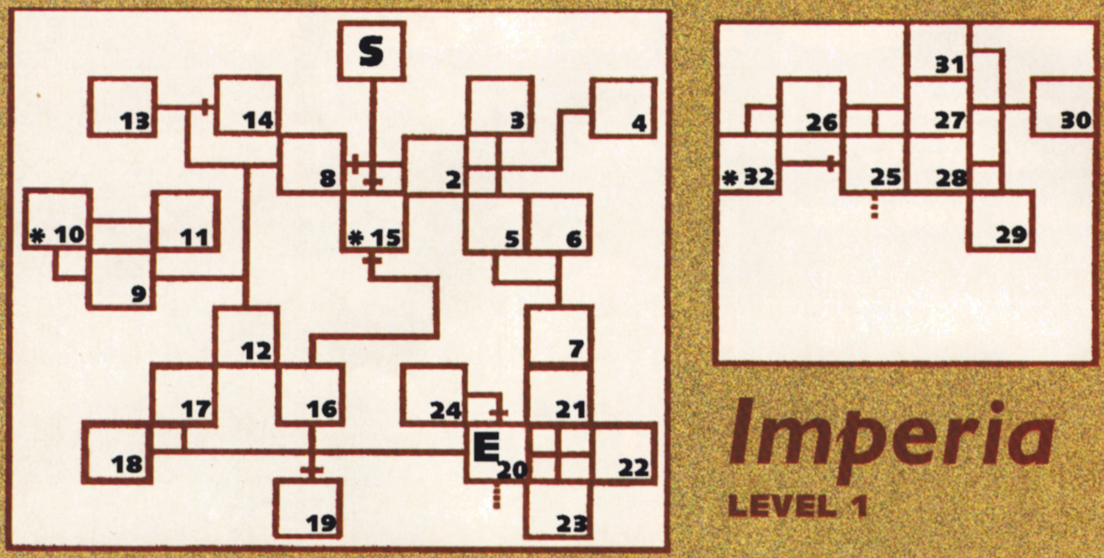


Imperia
LEVEL 1

Imperia

LEVEL 1

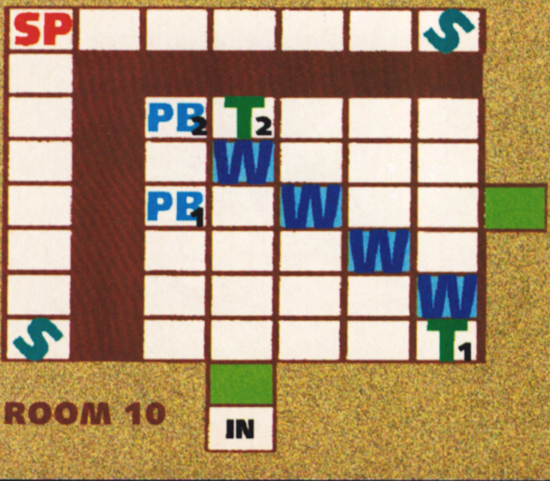
You begin the first level of Imperia, otherwise known as the absolute start of the game, in a room with a sign reading "Upon entering the Imperial Citadel...". Before rushing off and having a good nose around, take a look at the map.

Note that rooms 10, 15 and 32 are puzzle rooms, the solutions to which are below. Room 3 contains a button pad which you can use to bring dead characters back to life. In the north east corner of that room is a locked door. Get the ruby key from Room 7, and use that to gain entrance to the chest loaded with goodies.

You can't actually get into Rooms 25-32 from this level. They can only be reached by travelling down to Level 2 and then coming back up via another route.

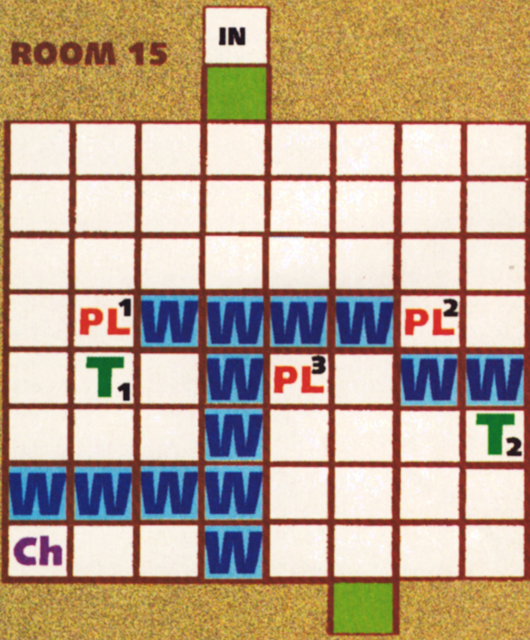
Holy Temple
Here you may:
1.Resurrect
2.Offer Prayer
3.Buy Healing Potion (25g)

The only other room of any real note is Room 26. This room is split into two, divided by a spiked door on the south side. In the north half of the room is a pillar with a lever and a chest. You can't get to the north half from the south door - use the map to work out another route. Once there, use the lever to lower that spikes and then take the Book Of Skulls from the chest and return it to Auntie Sushiana.



ROOM 10

The objective of this room is to get to the East exit. The problem is you can't get to the floor runes because of the water flowing through the room. Here's what you do, using two characters who we'll call Burt and Ernie. Firstly, get Burt to stand on teleport pad T1. Now get Ernie to push the pillar button PB1. A couple of things will happen, and Burt will be teleported to T2. The water tiles will now turn to skull tiles. While Burt is there, he can push PB2. The pillar in the top corner (SP) will turn to face east. Now Ernie can press PB1 again and the pillar will shoot. The east door will now open. There, that wasn't too hard, was it?



ROOM 15

All you need to do here is get to the south exit from the north one. First of all, get Tucker Jenkins to stand on T1. Walk Benny Green over to PL2 and make him press it. PL1 will rotate to face south. Now Tucker can push PL1, teleporting himself to

OF LEGEND

Sons of the Empire

This is a decidedly huge game and chances are you're already hopelessly lost in one maze or another. Here's the first part of the complete solution. Aren't we the tops? Well, aren't we?

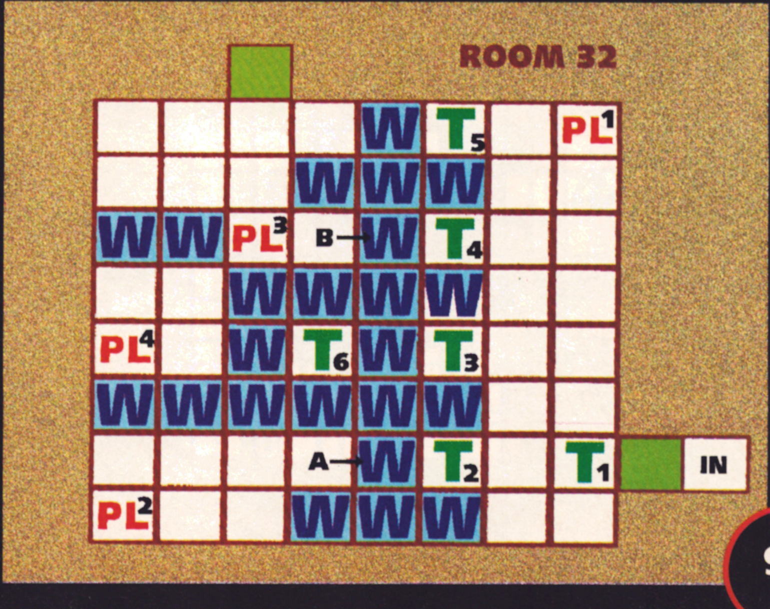
T2. Once again, Tucker can use his own ingenuity to push PL3, turning some water tiles into skull floor tiles. Now Tucker can walk over to the chest and collect the Topaz key to open the door.

An Odd Shrine
Here you may:
1.Call forth the Eternal Champion
2.Enter Shrine

ROOM 32

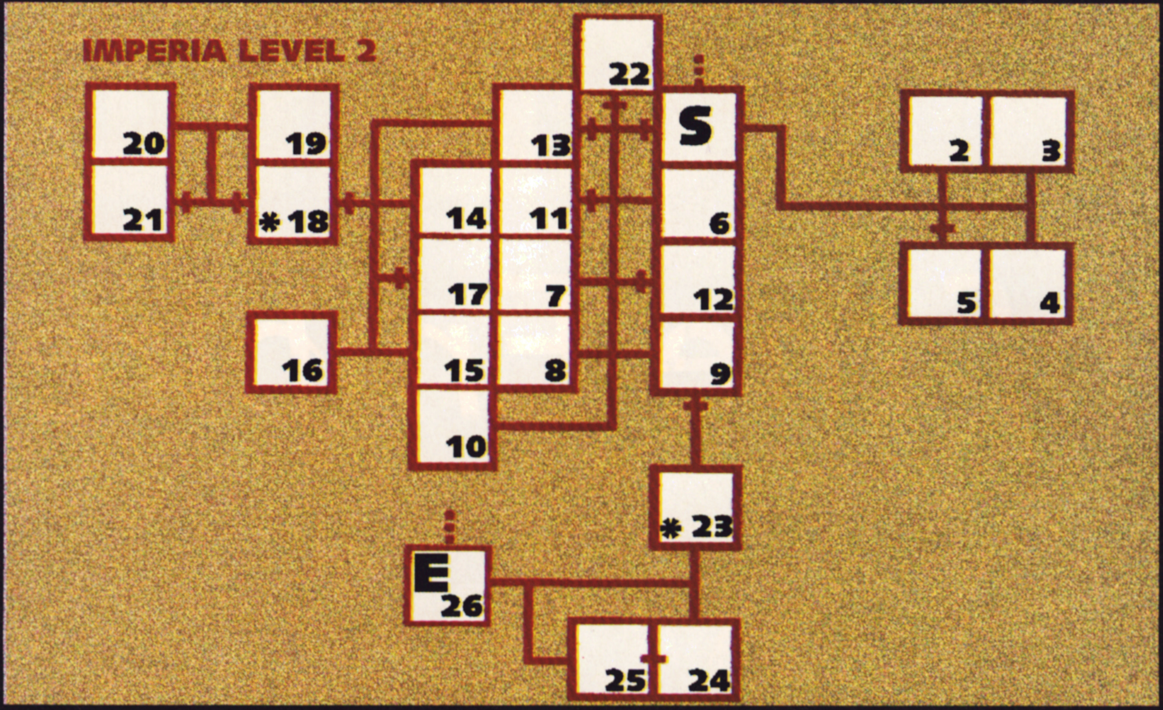
This is a tricky room that involves a fair amount of experimentation. The second you enter the room, all characters will be teleported to random pads in the east half of the room. Destroy the monsters and then follow this guide to reach the door in the north wall. Each lever in the room opens the path to the next one, so the the first one to push is PL1.

The teleport pads in this room are a little unusual in that you need to have someone stood on the next logical pad before you can use them. If you want to use Pad 3, you need to have someone stood on Pad 4 and so on. With this method, get someone over to PL2 and press it. Then press PL3, which gives access to teleport T6. Now set up this situation. Get someone on T3, T4 and T5, with someone stood between T3 and T6. Now get that last character to step onto T6, and they will be teleported to PL4. Push that lever to open the door and leave.



ROOM 32

		🟩							
				W	T_5		PL^1		
			W	W	W				
W	W	PL^3	B→	W	T_4				
		W	W	W	W				
PL^4		W	T_6	W	T_3				
W	W	W	W	W	W				
			A→	W	T_2		T_1	🟩	IN
PL^2			W	W	W				



LEVEL 2

Down we go. On this level Rooms 18 and 23 are the puzzle rooms, and Room 26 leads up to the section previously unreachable on Level 1. Got that? Right then, let's see what needs to be done here!

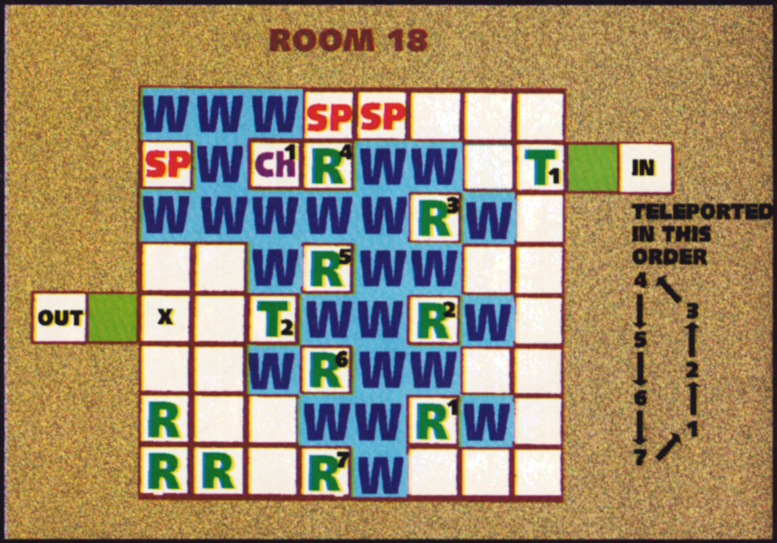
In Room 24, the door to the west is one way. Once you walk through you can't go east through it, so bear that in mind when making plans and planning routes.

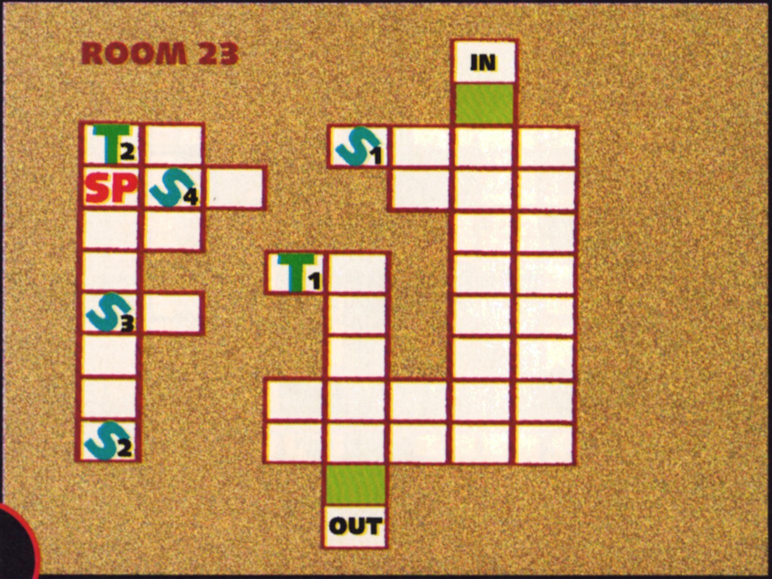
The final room of any note here is the closing of this quest. In room 25 you'll find Ti-Mann MoChun himself. To kill him, surround him and keep firing with all you've got. When he eventually dies, take the Diamond key from the room and also keep Ti-Mann's bones. Later in the game, an Artificer will ask you for the bones in return for a spellsucker ring.

ROOM 18

Room 18 has you trying to get to the west exit from the east, and one look at the map should be enough to cause you to have a minor heart attack. Have no fear, though, help is at hand. As soon as you enter the room, you stand on a pad that starts all the shooting pillars firing. When the monsters approach you, take them out.

Now you need three characters. Stand the first on floor rune 1. He will now start bouncing around between the runes until blocked. Move a second character onto floor rune 1 and those two will stop on runes 5 and 6. Now move the third character onto the floor rune and he will stop on rune 4. Now the third character can reach the chest and get the key inside. Move the first character (this is getting confusing) to the point in front of the west door to stop the shooting pillars. Now the second character can unlock the door and leave the room.





ROOM 23

Follow the instructions and the map very closely for this one. First, move a random character onto the teleport pad T1. Get the Runemaster to fire a Missile Damage spell at floor rune 1, making the shooting pillar fire to the south. Now your character will be teleported to the other side. Stand him on floor rune 3 and get the Runemaster to fire at rune 1 again. The pillar will shoot your character and rotate. Now stand the character on rune 4 and do it again. Now the door will open! Now you can trot on with ease!

Hero of Legend

Slyzaar Mantric
of Smathost

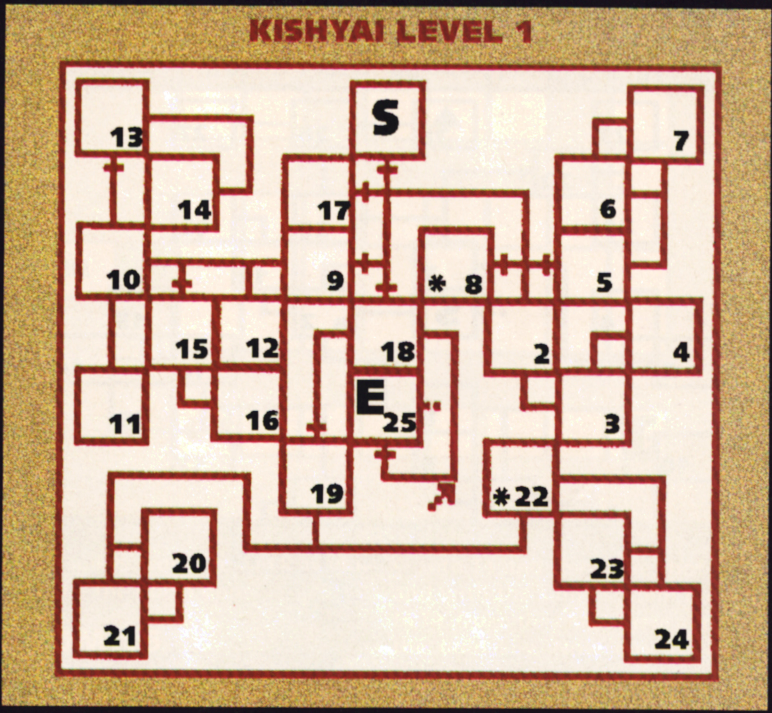
Af 55 Df 28 Ac 8

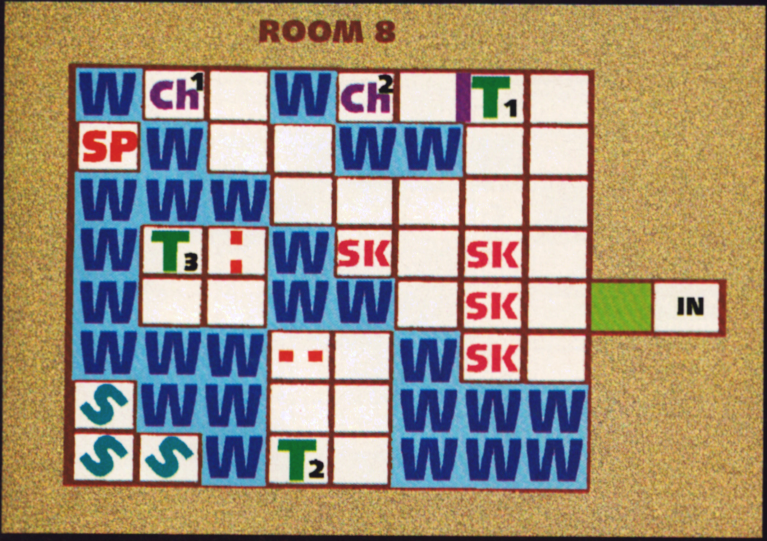
Str 15 Int 9

Dex 14 Con 14

Spd 13 Lck 6

Hits 82/82





ROOM 8

W	Ch1		W	Ch2		T1	
SP	W			W	W		
W	W	W					
W	T3	:	W	SK		SK	
W			W	W		SK	
W	W	W	- -		W	SK	
S	W	W			W	W	W
S	S	W	T2		W	W	W

Kishyai

LEVEL 1

The aim of this mission is to travel to the Keep of Kishyai, to meet the Warlord as well as find the first piece of the shard you seek. To get in to the keep you'll need a valid pass, which can be obtained by defeating the travelling banner belonging to the relevant warlord. Easy.

To go through the south door in the start room you'll need to use the ornate key, which you collect from Aunt Sushiana after working through Imperia. You haven't done Imperia yet? Then what are you reading this for?

Other than that, this is quite a simple level. Rooms 8 and 22 are puzzle rooms and Room 12 contains another regeneration pad, ideal for bringing dead party members back to life. Just don't leave your lunch on it!

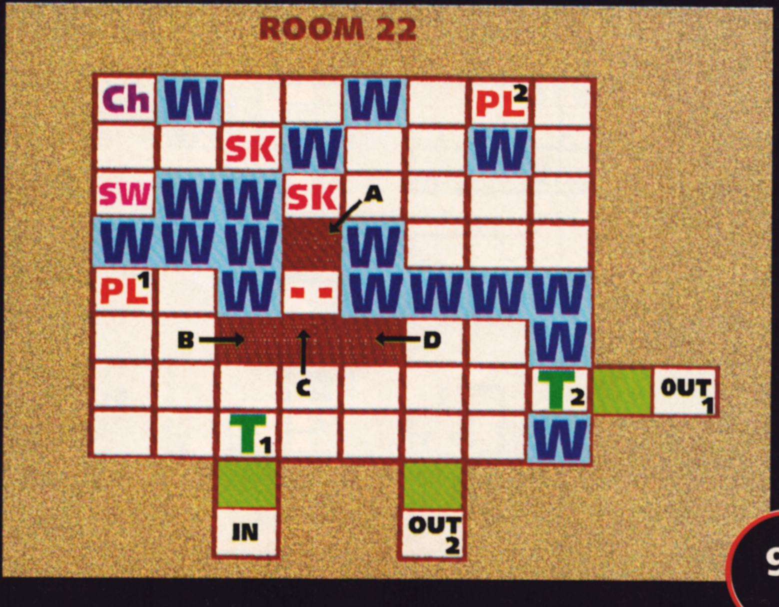
ROOM 8

Stacks of water, and not a lot else. Here's what you do. The shooting pillar is constantly firing, moving the skull tile around the room. Move a character onto the skull tile, and they'll be able to reach T2. Get them to stand on it and it will turn off the nearby spikes. Get back on the skull tile nd move to T3. This will turn off some more spikes, as well as allowing the character to open the chest and get the gold key. Now use the skull tile to get back to the start. Move the other three characters onto skull tiles and move the original character onto T1 and open the door with the key. Open the chest you find and take the silver key. That's it!

ROOM 22

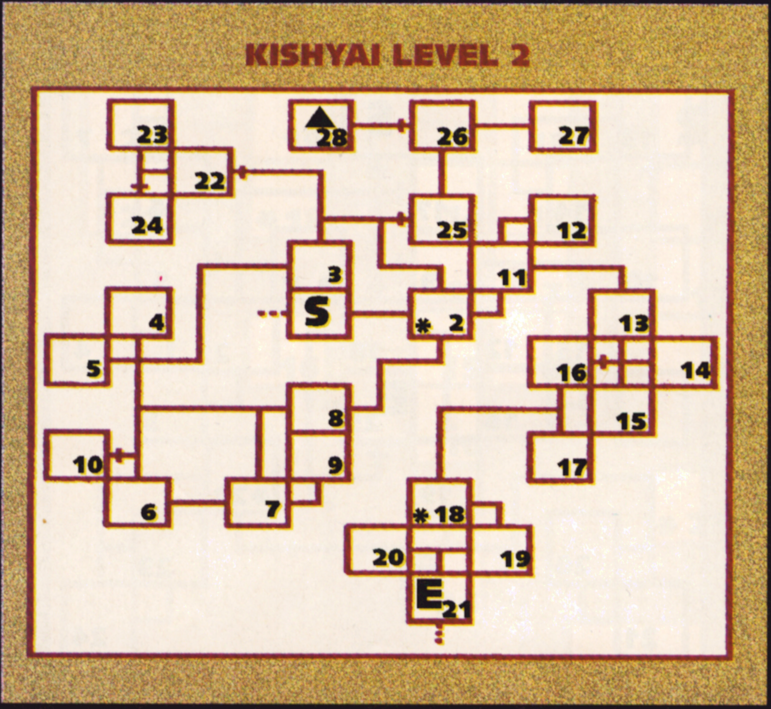
When you enter the room the leader is sent to position A and the other three characters are sent to positions B, C and D. The leader must destroy all the monsters and, once that's done, spikes appear in the middle of the room. Get a character to push PL1. The skull tiles are reversed. Do it again to move them back. With this switch, you can move a character across to the chest.

Take the crystal key from the chest and step onto the blue floor switch. This places a skull tile in front of PL2. Make your way to PL2 and pull it to remove the spikes. Now move all characters to the south of the room, stand three of them on the three brown tiles and use the fourth to unlock the east



ROOM 22

Ch	W			W		PL2	
		SK	W			W	
SW	W	W	SK	A			
W	W	W		W			
PL1		W	- -	W	W	W	W
	B→				←D		W
			C			T2	
		T1				W	



door. There you have it!

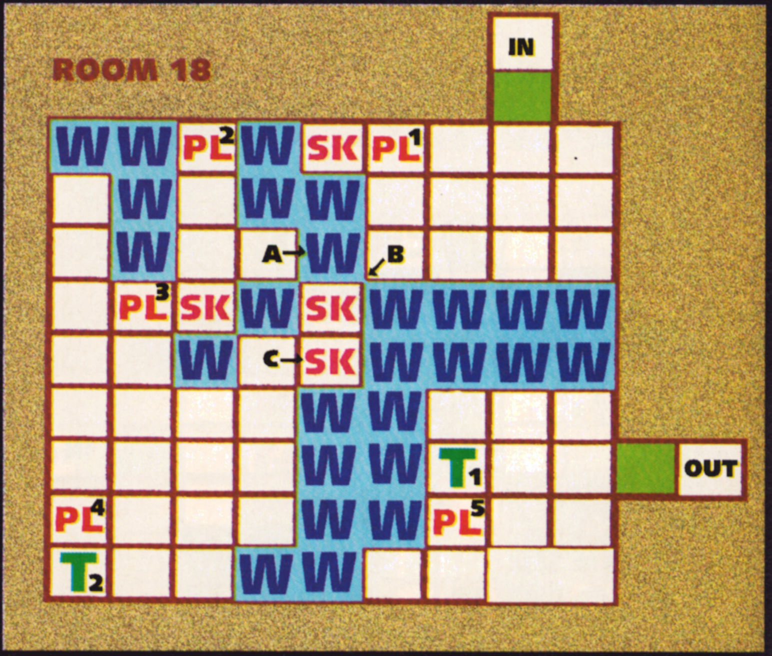
LEVEL 2

This is a very simple level, containing only one puzzle room and the shard you've come to collect in Room 28. However you can't actually take the shard until you've completed Level 3. When you do, though, take it out of Kishyai and return it to Aunt Sushiana who will give you two keys.

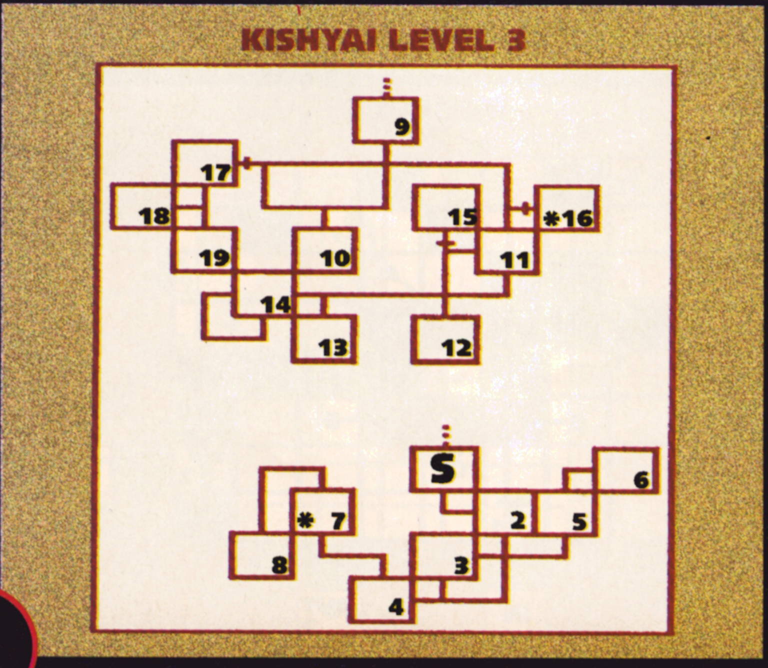
There are two exits to Level 3, from Rooms 21 and 24, and Room 2 is so set out that only two of the four exits are ever available. To change the open doors, pull the levers on the pillars in the corners. But about that puzzle in Room 18...

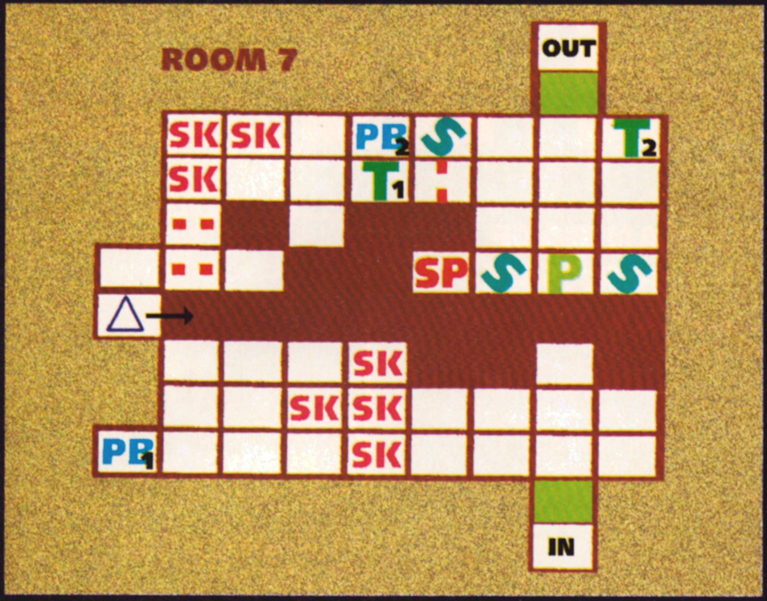
ROOM 18

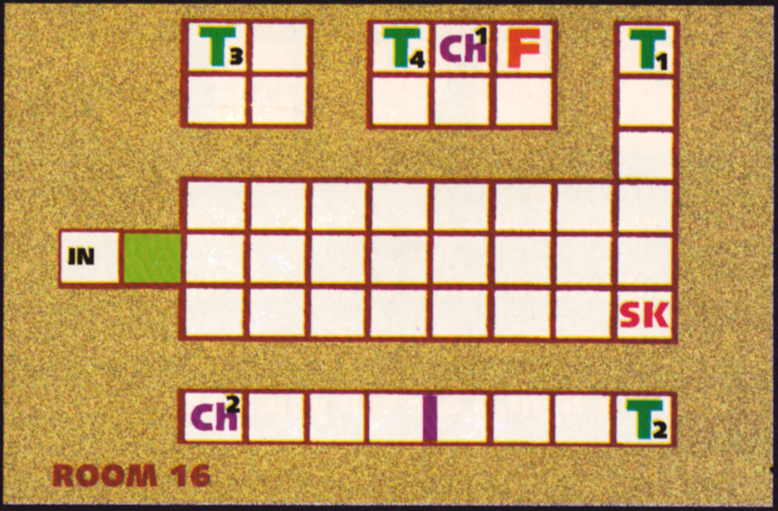
The aim in this room is to reach the East exit. At all times, watch out for wandering monsters. The first thing to do, though, is push the lever PL1 twice, moving the skull tile south twice. Now move a player to PL2 and push it to turn off the spikes on the skull tile. Now you can reach PL3 and PL4. Stand a second player by PL3 and a third player by PL4. Leave the fourth player by the door you entered by. Now press the levers in this order: PL3, PL4, PL1, PL3, PL4 (4 times), PL1 (4 times) and walk a character over to PL5. Push PL5 four times and the character by the door


ROOM 18

							IN		
W	W	PL^2	W	SK	PL^1				
	W		W	W					
	W		A→	W	↙B				
	PL^3	SK	W	SK	W	W	W	W	
		W	C→	SK	W	W	W	W	
				W	W				
				W	W	T$_1$			OUT
PL^4				W	W	PL^5			
T$_2$			W	W					




ROOM 7
OUT
SK SK
PB2
T2
SK
T1
SP
P
SK
SK SK
PB1
SK
IN


T3
T4
Ch1
F
T1
IN
SK
Ch2
T2
ROOM 16

can now reach T1. Now leave the room. Quickly.

LEVEL 3

This is a strange level, broken into two seperate halves. There are two puzzle rooms for you to work through in this one - a tough one in Room 7 and a very easy one indeed in Room 16. I don't think I should even give you the solution to Room 16 but needs must as the devil drives, so here are those puzzle solutions in full:

ROOM 7

Pulling PB1 will create a new teleport pad at position A. Stepping on this will cause the player to be teleported back to the four skull tiles in the south of the room. Keeping three of the tiles occupied however will stop the automatic movement. Block the tiles and stand the Runemaster on T3. Cast Missile Damage at the floor rune next to PB2 which will cause the first set of spikes to disappear. Stand the Runemaster where the spikes used to be and he'll be teleported past all the spikes.

Now cast Missile Teleport on each of the remaining characters and move them to where the spikes used to be and they'll be automatically teleported over the spikes. Now stand them on the north set of skull tiles and walk the Runemaster onto T1. Press PB2 to remove the main pillar. Now cast a damage spell on the rune next to PB2. The shooting pillar will now get rid of the rest of the spikes. Now you can leave the room by the north door.

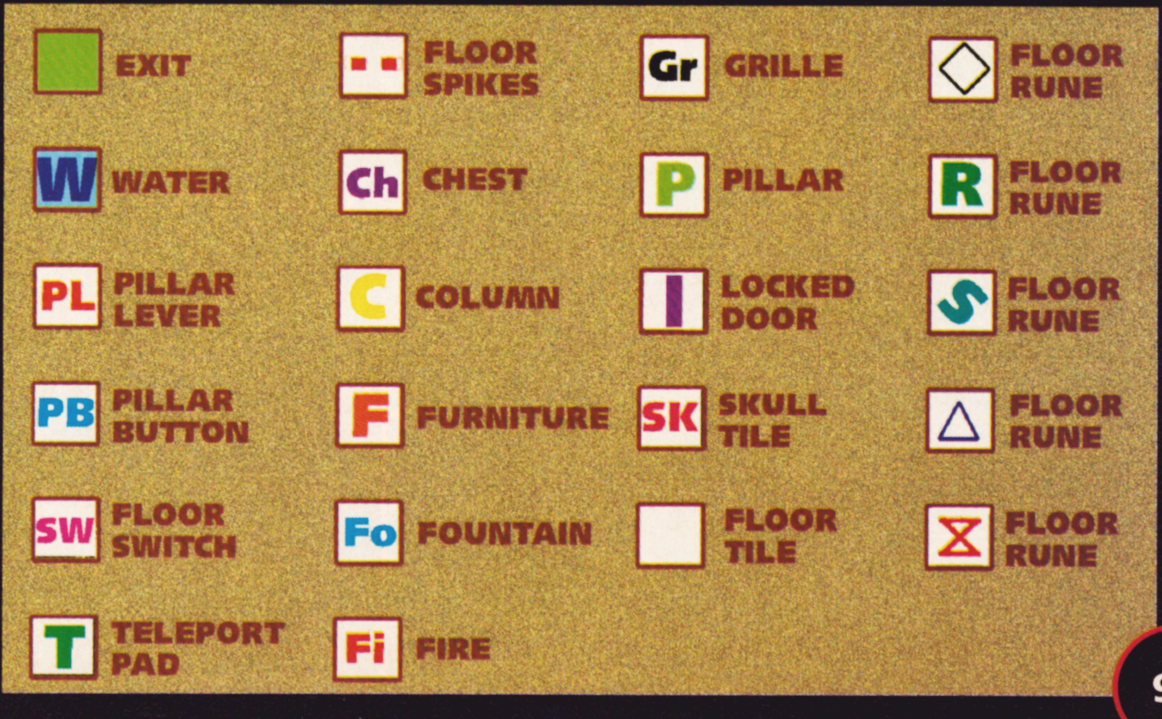
ROOM 16

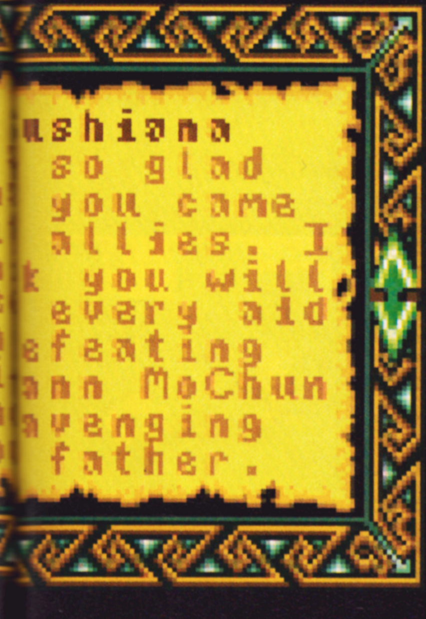
Even looking at the map, you should be able to see that you don't really need any help with this one. Put the first character on the skull tile and move your second character onto T1. 'B' will be teleported to T2. Move C onto T1 and they'll be shot to T3 and with the same system move D to T4. Open the chest there and take the gold key. Now give it to the character on T2. That character will unlock the door, open the chest and take the bronze key.

Wasn't that easy? Aren't you embarressed that you actually read that?

There you have the first part to this long and tricky game. *More next month!*

ROOM KEY


EXIT
FLOOR SPIKES
Gr GRILLE
FLOOR RUNE
W WATER
Ch CHEST
P PILLAR
R FLOOR RUNE
PL PILLAR LEVER
C COLUMN
LOCKED DOOR
FLOOR RUNE
PB PILLAR BUTTON
F FURNITURE
SK SKULL TILE
FLOOR RUNE
SW FLOOR SWITCH
Fo FOUNTAIN
FLOOR TILE
FLOOR RUNE
T TELEPORT PAD
Fi FIRE


ushiana
so glad
you came
allies. I
k you will
every aid
efeating
ann McChun
avenging
father.

SNIP TIPS

Help! Those evil editorial boys have declared war and seized some of my territory, the blinkin' blighters. I certainly won't go down without a fight, I can tell you, and I wouldn't be surprised if next month I'll have a sixteen page supplement all to myself. I need your support so send any cheats and stuff like that to; Mr Tips, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, you could win a software prize.

THE LOST VIKINGS

Interplay

Welcome one and welcome all to the second (and final, I might add) episode of The Lost Vikings Level Codes. Here's another top tip; if you cut out the little beauties below and tape them to last month's codes then you'll have your very own complete set in a handy and convenient carrypack.

16	JMNN
17	TTRS
18	JLLY
19	PLNG
20	BTRY
21	JNKR
22	CBLT
23	HOPP
24	SMRT
25	V8TR
26	NFL8
27	WKYY
28	CMB0
29	8BLL
30	TRDR
31	FNTM
32	WRLR
33	TRPD
34	TFFF
35	FRGT
36	4RN4
37	MSTR

WALKER

Psygnosis

The ever brilliant Rob Howe from Horfield wrote in with this excellent little cheat for Psygnosis's top killing game. He also wanted his name in capital letters but because they take up more space than lower case and my particular section has gone down a page then unfortunately I can't. Never mind, eh?

To access the cheat, get past level one using any method you see fit and as soon as you appear on level two, type in (with spaces) "EAT LEAD MUDDY FUNSTER" before you move the Walker anywhere. Secret things will now happen.

006500
Temp Nominal
DANGER
Lock ON
Shield Low

HUMAN RACE - THE JURASSIC LEVELS

Mirage

So this is it, then - the final instalment of the codes which will whisk you to any level you fancy. Just type 'n' go.

61	3 NEGATIVES
62	GIMME SHELTER
63	BLOAT ON
64	STAGGER HOME
65	I LOVE YOU
66	WHO DYOU LOVE
67	AAAAAARGH
68	SOS
69	LUCIFERS CHILD
70	PYTHON LEE
71	QUANTUM LEAP
72	SISTER BLUE
73	ARIES
74	TAURUS
75	FATEANDFORTUNE
76	DOES IT MATTER
77	WHAT WE PUT
78	THIS IS IT
79	SEE YA
80	FOREVER

WOODY'S WORLD

Global Software

Sexy platformers are hard to come by and Vision's effort leaves a little to be desired, I reckon, so the search is still on. If you fancy progressing further into the game then far be it for me to question why you're bothering. Just use these codes, will ya?

Steam Castle	AHJBEAEA
Fishy Castle	MODNAAOG
Lava Castle	OKDNFAPK
Cog Castle	MKDNCAIK
Conveyor belts	OIHMOAC

FLASHBACK

US Gold

now that the game has finally hit the shelves I think it's high time you lot were supplied with all the luscious level codes. Hugs and snogs go out to the millions (and, no, that's not an exaggeration) of luverly luvvies who sent them in. Chears-ears to you all.

EASY LEVEL

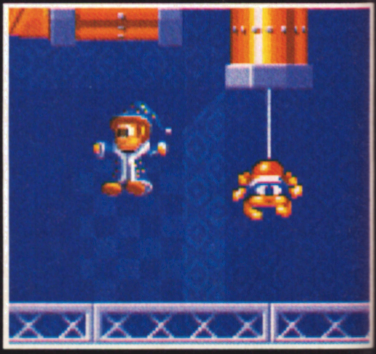
1	BACK
2	LOUP
3	CINE
4	GOOD
5	SPIZ
6	BIOS
7	HALL

MEDIUM LEVEL

1	PLAY
2	TOIT
3	ZAPP
4	LYNX
5	SCSI
6	GARY
7	PONT

HARD LEVEL

1	CLOP
2	CARA
3	CALE
4	FONT
5	HASH
6	FIBE
7	TIPS



GAMES SURGERY

Once again Matt The Medic takes you aside for a quiet word about those funny dreams that you've been having, gives you some medication that will send you on a wonderful journey and tries to solve any other problems that you might have.

Dear Medic Matt,
In the June issue of The One you gave us a demo of NIPPON SAFES INC. I have three questions for you:

(1) How do you get to the next screen?

(2) How do you get to Donna or Dino instead of Doug? I always start on Doug.

(3) How do you use the remote control and what do you use it on?

I thought I would ask you because you are good at computer games.

Victoria Dutton,
Landrindad.

I've had a few calls about this, so let me answer your questions out of order. The basic idea behind the first level - 'Doug' - is to open the toolbox and take out the plastique and the remote control. Use the plastique in the hole and move as far away from the hole as you can. Now use the remote control and... Bosh, you should be there. You have now completed the 'Doug' level and will now move on to the next character.

Dear Doctor,
In an issue of Games Surgery a while back you talked about the ingredients of the stew in THE SECRET OF MONKEY ISLAND. I can't find the cinnamon and so was wondering if you could tell me what to put in the stew and where to find the ingredients. Please help, before I go insane!

No name,
Crawley, West Sussex.

A man with no name, eh? Spooky. Anyway, the stew. When you are on the ship, pick everything up and go to the kitchen. Open the cereal and use the key to open the cupboard in the captain's room. Inside is a chest with some cinnamon sticks and a recipe. Throw everything into the cooking pot until it explodes. Now you are at Monkey Island. Put the gunpowder in the cannon nozzle and use the rope as a fuse. Use the fake map with the flames under the cooking pot and then use this flaming mass with the rope and fire yourself off the ship using the pot as a helmet. That should move you on a bit.

Dear Doctor,
I have written to you in hope that you can help me out in ZAK McKRACKEN. I bought this game a few months ago and have not finished it yet, so could you please answer these questions 'cos you will be greatly admired if you do.

(1) I keep running out of dosh. How do you win the lottery?

(2) What are you meant to do on the altar in Stonehenge?

(3) How do you open the door on Mars? (I think it's something to do with a dance the witch doctor has shown me, but I'm not sure.)

(4) What do you draw on the statue in the pyramid in Mexico to release the crystal?

C Fazey,
Hoole, Chester.

Well Mr Faz, you really are full of questions, aren't you? Still, I'll do anything to be greatly admired so...

(1) To win the lotto, you need to fly to Miami then fly to Bermuda. Once you are caught and put inside the spaceship, press the button and read the Lott-O-Dictor, making a note of the number. If you are quick you can give the guitar to the king and you'll be shown how to get out. Return to Lou's loans and buy Lotto - remembering the number you noted.

(2) When you get to Stonehenge you must use the blue crystal on the altar stone. Quickly leave before the alien arrives, returning once he's gone. Use both crystal shards on the altar stone, then make you way towards Katmandu. Later you will need to return to Stonehenge and use the flagpole on the altar.

(3) If you are where I think you are, when you teleport to Mars use the crayon on the marks to draw the symbol from Cairo. This should allow you to progress.

(4) When you get to the Sphinx bearing the markings, use the crayon on the markings to draw the symbol from Mars.

Dear Doctor,
There is a point in the incredibly bizarre FLASHBACK where you have to repair a computer terminal before it blows up. I can get to the terminal in question, but all Conrad will do is say "There's a place for the card there." and that's it! He won't put the bloody card in and consequently gets blown to tiny bits of special agent! Please answer this as the game is making me even more incredibly bizarre than I already am.

Neil Jack,
Fife, Scotland.

I can really relate to you on this one bro', as it had me fuming when I was trying to complete the mission as well. Basically you've actually got three different slots that will accept the card - left, centre or right - but it changes each time you play. It also becomes harder as you have to make very slight adjustments to your position to try the different slots - not easy to do when you've got such a tight time limit creeping up behind you. So, take your time - ha! - and try to calmly move across the terminal, trying the different slots, and good luck to you.

Dear Doc,
I'm in serious trouble, I need HELP! Especially with RICK DANGEROUS and PANZA KICK BOXING. Give me a cure. Come on I know you can work miracles.

Edward Green,
Cumbernauld.

Nice and straight forward this one - a stocking filler if you will. With Rick, type in POOKY on the high scores and you will be able to return to the highest level you've managed to get to, or hold down HELP for at least ten seconds to become invincible.

With Panza, one thing that will get you onto higher quality fighters is to play as two players, and once you've creamed the opponent - not difficult considering he just stands there - go back to one player and off you go.

Dear Doc,
Having recently purchased FUTURE WARS at budget price, I was ecstatic to see two pages of tips on it. However, I am saddened to report that after following everything said and collecting all the right things, I cannot get the flag to work on the map - at the very beginning. Please, I am desperate as I can't think what I've done wrong.

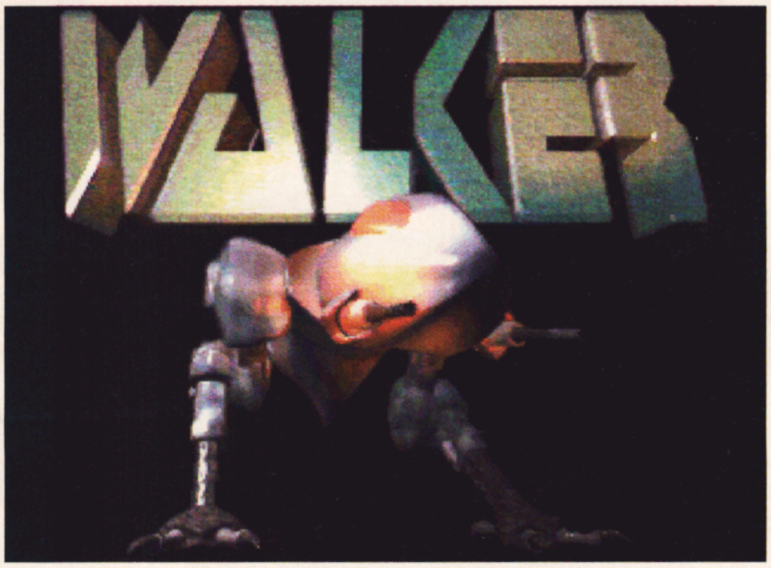
Karen Clark,
Linwood, Paisley.

The answer to this is quite straight forward, so it might be worth checking that you have completed all the tasks required before this bit and got all the necessary stuff. Anyway here's the answer. Go to the map and examine it. Examine the enlarged image of it in the upper-left corner of the screen and look for the hole in the map. Put the flag into the hole and the map wall should slide away. If anyone is still experiencing flag problems write to me at: 'My pole doesn't appear to be working properly' at our normal address.

THE SURGERY IS NOW CLOSED!

Yes, it's all over for another month. And do you know what the sad thing is? I was just starting to really know you. If you are in need of guidance, remember, send your problems to: Matt the Medic, Games Surgery, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Please don't send SAEs or phone in as unfortunately I can't answer your queries personally.

Ever wanted to shoot us? Well, now you can in this magnificent Walker compo! Two lucky readers and their friends will be invited down to London to fight for survival in the Quasar arena against the combined might of the boys from The One and Psygnosis! PLUS! Five copies of Walker for the runners-up!



WIN!

THE FIGHT OF YOUR LIFE!

We like to think of The One as a happy-go-lucky, light-hearted, no-offence-mate, all-chums-together sort of read. But all the same we're aware that occasionally we write things that might get someone somewhere's goat. Perhaps it's Dave slagging off a cherished game. Or Simon whining on about Bournemouth again. Or Matt making some excruciatingly-bad pun. Or Jenny simply being lovely as always. Whatever.

But have you ever got so mad over something you've read in The One that, like Michael Douglas from out of Falling Down, you've wanted to come after us and shoot us? If so, here's your chance.

You see, the top bods at Psygnosis are so bowled over that Walker has finally been released that they've decided to run ANOTHER compo with us. In case you've forgotten, Walker is that game where you control a giant two-legged killing machine and stomp around various timescapes, shooting tiny soldiers, jeeps, tanks, planes and helicopters.

And to tie in with this violent theme, Psygnosis have decided to offer two readers the chance to come on an all-expenses-paid trip to London and do a bit of real-life blasting in the Quasar arena - you know, that place where you run around a darkened room, zapping each other with laser guns. It's not as bloody as Walker, but it's just as much fun.

Each winner will be allowed to bring along a friend, and together they can attempt to fry a band of warriors hand-picked from the ranks of The One and Psygnosis. It'll be a top day out and no mistake - make sure you're there by winning this compo!

LEMME AT 'EM!

Calm yourself, trooper! If you want to win the chance to do battle with arguably the hardest geezers this side of an East End pub, you'll have to answer the following multiple-choice questions first:

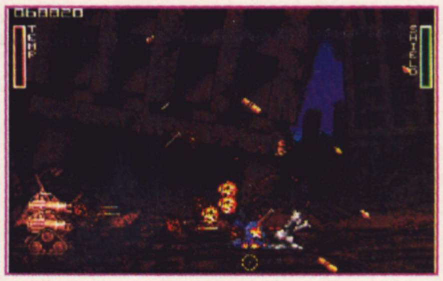
(1) Which of the following famous films featured Walker-like machines?
  (a) Bladerunner.
  (b) Robocop.
  (c) Total Recall.

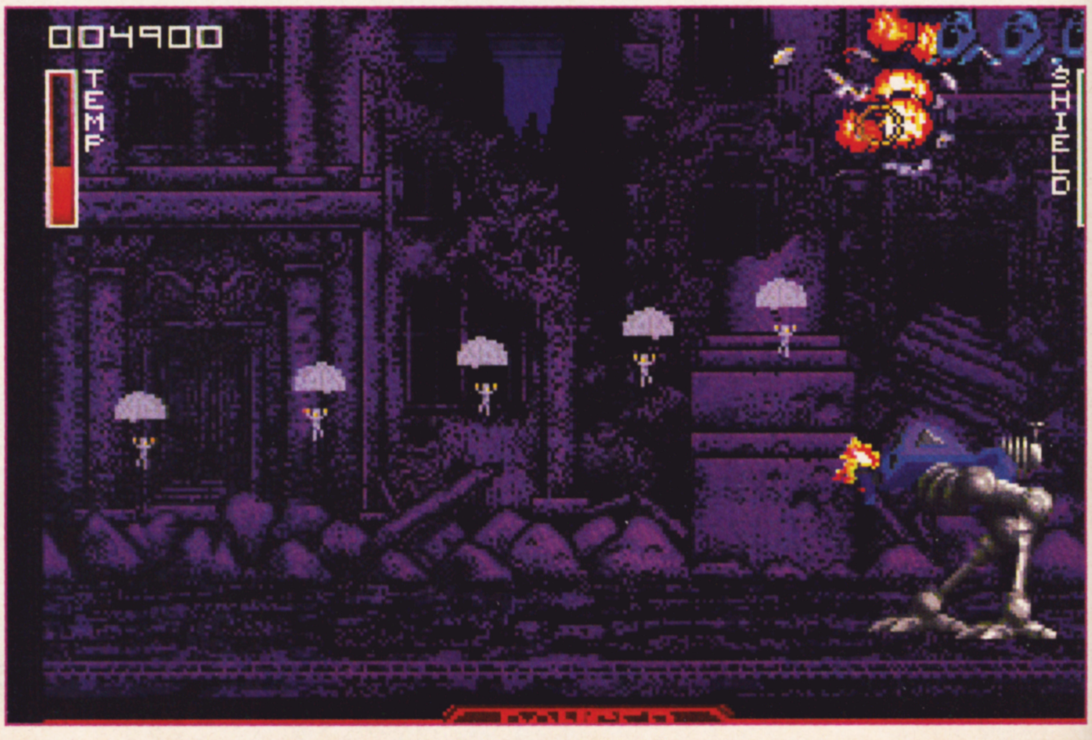
(2) Which programming team wrote Walker?
  (a) DMA Design.
  (b) The Bitmap Brothers.
  (c) Divide By Zero.

(3) Which member of The One team reviewed Walker back in March?
  (a) David Upchurch.
  (b) Simon Byron.
  (c) Someone with an ounce of talent.

When you've deduced the answers write them down on the back of a postcard or sealed envelope (along with your name and address) and send them to: I Shot The Sheriff Compo, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

The closing date for entries is August 28th 1993. The first two correct entries out of the bag after that date will earn the chance to play Quasar with a friend against us and Psygnosis. The next five will win a copy of Walker. The Editor's decision is final, no correspondence will be entered into, blah, blah, blah. Oh, just one last thing before we go, we're really sorry but this competition is open to UK residents only.





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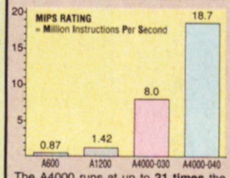

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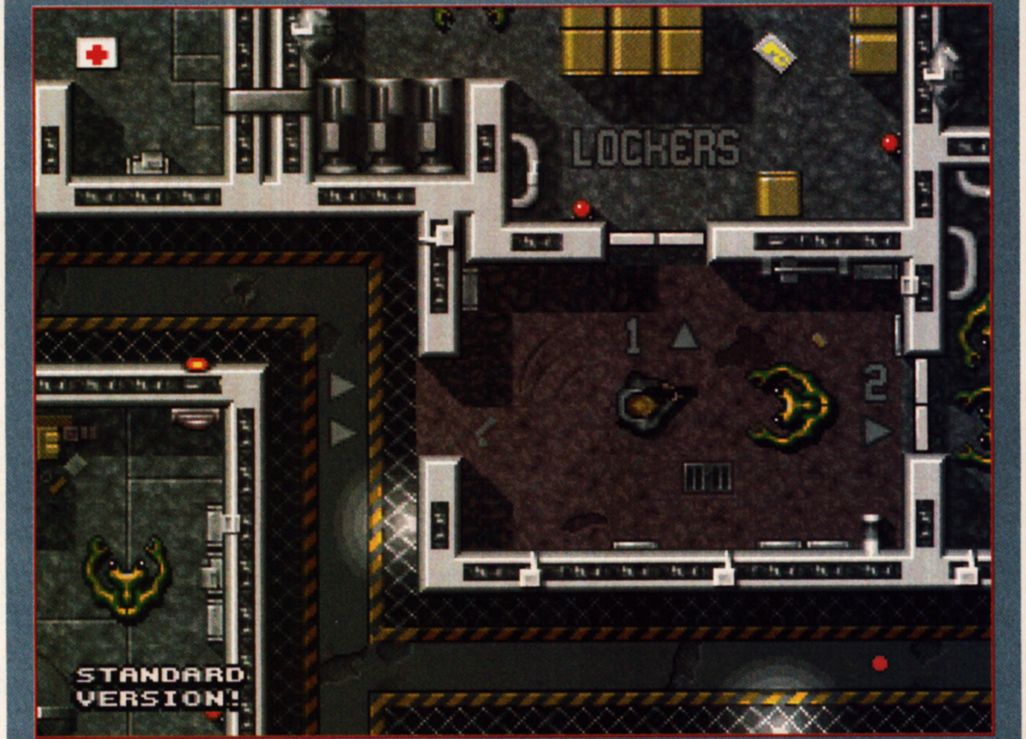
ALIEN BREED 2

Please enter and take your seats for the third instalment in our totally exclusive Alien Breed 2 development diary, as related by the boys at Team 17. This month Martyn goes Stateside, Allister gives a no-holds-barred account of his zoo trip and Andrea and Rico go to the funfair. It's all very exciting...

THE MONTH IN BRIEF



Another wildly exciting month for everyone around here, although very little of it has Alien Breed 2 connections. All the same, work on Breed 2 is now gathering pace. The aliens have made a somewhat brief appearance, as have the civilian building areas. Of course there have also been the usual hardware failures and drinking sprees, of which will be detailed in the diary itself. I would think that the next diary instalment will reveal more and more about the game.

The vector graphics I spoke of last month have taken a back seat for the moment, just as I imagined they would. It's always the same during development - we get an idea that excites us all very much but it soon wears thin after a couple of weeks. It's all a bit like watching a freshly poured glass of Resolve fizzle and froth all excitedly for a few moments before settling down again! But we are still aiming to use vectors in the game in one form or another, or at least in the revised computer system

RICO HOLMES

(Graphics & Fig Rolls)

This busy little lad has been pouring over ray-traced creatures this month. And a good job too because his Opalvision card has packed in, meaning a somewhat stunted growth to the new A1200 graphics. The upshot of all this is that he's been working on the 32-colour stuff more (as well as further game design ideas) and he's currently looking for a 24-bit colour card that really is compatible with his A4000.

He's been putting ray-traced stuff to good use though, as you'll see next month. Ray-tracing will be used for special objects and background animations; the effect should be really nice when finished. He's also been messing around with the computer system and designing new weapons. The weapons in Breed 2 will be MUCH better than the original ones and will have much different properties, such as small grenades, heat-seeking missiles that fly down corridors at aliens, etc, etc.

Rico has been messing around with aliens as well. We hope to get many different types into the sequel. There'll be aliens that fire back, morphing aliens (aliens that can take on the form of everyday items like lockers and then change back into aliens before your eyes), aliens that come through walls, aliens that come through the floor, intelligent aliens, creepy-crawlies, rogue droids, you name it... This month only one alien is pictured - it looks a wee bit 'cute' for my liking but they'll get nasty soon.

ANDREAS TADIC

(Map Editor, Project-X budget re-release and young girls)

Not a fun month for Andreas. He spent a couple of highly stressful weeks a-tweaking and a-changing Project-X for its budget release. Changing old code is every coder's nightmare (or it seems that way) and young Andreas is no different. But finally it was done, the game made more palatable and easier to swallow for the less hard players around and generally tidied up. I think it's good to revise games when we can when we re-release them and the feedback from everyone is very good on that score. Anyway, Project-X is over and out of the way now and currently sitting proudly at the top of the Budget charts - thanks - knocking our own Alien Breed '92 off the top after 31 weeks at Number 1!! Since then it's been a case of wiping the dust off the new map-editor and making sure it's finished this month for the inevitable hard work ahead of mapping the game. Andreas has taken to working through the night - it's always the same when reasonable weather arrives. During the balmy summer afternoons you'll find him cruising the main street of Olofstrom (for it has but one) in his T-top convertible IROC Camaro viewing the babes and at night you'll find him locked away in a comfortable office listening to the Carpenters whilst beavering away on the game.

ALLISTER BRIMBLE

(Sheep, woolly mammals and other creatures)

Despite the sheep jokes Allister still speaks to us, regards us as friends even. Which is just as well because he's a good bloke... As I mentioned last time Allister had been down to the zoo with his DAT player clutched in his little keyboard-tickling fingers, so it's over to Allister to find out exactly what he got up to...

"Got up this morning and thought 'Where the hell am I going to find some decent Alien screaming sounds for Breed 2?' At the zoo, that's where. The scream sounds in the original Alien Breed were sampled from newly-born kittens mewling which were then distorted and mutated until they were more or less convincing. [Allister told me that he had to squeeze them to make them mewl more loudly but asked me not to mention that bit. Readers can rest assured that the cats are fine and called Colin and Molly.] So remember the next time you're blasting alien scum in AB that the noise is all from defenceless little black kittens - shame on you! [More like shame on you, Allister...]

"For Breed 2 I wanted a more powerful and blood-curdling scream and as real animal sounds seem to produce the best results I took a trip to Paignton Zoo with my Casio DAT recorder (shameless plug). The first port of call was the elephants enclosure where the said animals were being fed and steadfastly refused to utter a single sound! [Maybe you should have tried squeezing them Allister!] This was a pity as I was sure that the sounds from the Alien films were elephants...

"Next stop was the monkey house but I think I arrived a little early as they were all sleeping. The zookeeper wouldn't lend me a snooker cue to prod them with, so they stayed asleep. Not a great start and, as Paignton Zoo isn't exactly the wildlife centre of the universe, I thought I'd give up when a bloody great big peacock strode up and squawked at the top of its voice right into the DAT mike! This was a brilliant sound which I'll be taking back to the studio in the hope of mutating into something tasty later on.

"Back at studio the peacock sound was sampled into an AKAI S950 sampler and a low-pass filter used to take off high-frequency noise. The sound was shortened using the S950's time-stretch feature and a touch of reverb added. This sound was then played on four notes simultaneously and sampled into the Amiga via Audio Engineer. All that's left is to mix an explosion/frying sound with it to lend it more punch and kick and there you have it - one peacock-style Alien Breed 2 sound effect! I just hope the peacock doesn't want any royalty payments, or the zookeeper acting as his agent..."

MARTYN BROWN

(Erm... what did I do this month?)

A strange old month for me, hardly any of it to do with Breed 2! I spent one glorious week in Chicago at the Consumer Electronics Show (which was brilliant - both Chicago and the show) and I've been dividing the rest of my time between about ten other projects: Body Blows PC, Body Blows A1200, Project-X budget release, F1 Challenge (now to be renamed F17 Challenge), Body Blows 2, Qwak, Cardiax, Alien Breed PC, Overdrive, Assassin remix and Apache. Phew.

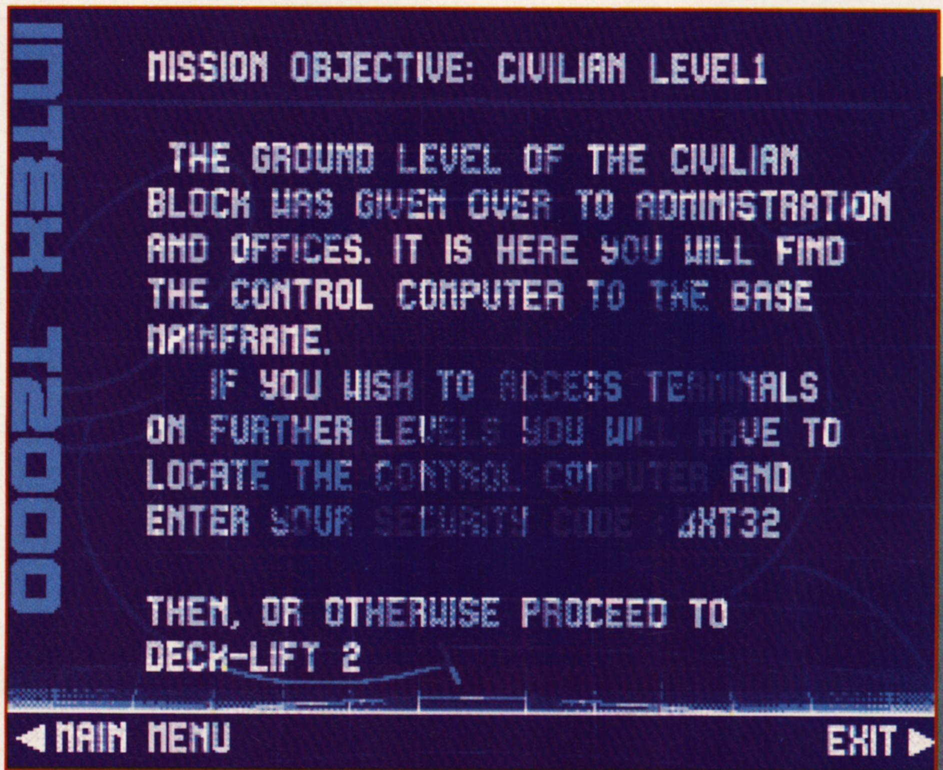
It's meant a very busy schedule and I've not had the time to sit and talk through stuff with the other guys as much as I'd have liked to, but it looks like I'll be going over to Sweden in late July/early August with Allister for a large-scale 'brain storming' session. We've also tied up the final details on our console operation with Team 17 games being converted and developed for that side of things too, so you can expect SNES/Megadrive stuff from us next year. And before anyone starts, of course we are still doing Amiga stuff!

I also had a letter from someone complaining about the lack of A1200 intensive stuff in the diary (and indeed the game). All I'll ask is for people to wait and see the final product before passing such a judgement. I don't want to sound dismissive but people have to realise that apart from a much improved graphics chip and a faster, 32-bit processor, the A1200 has no extra super-fantastic stuff over the Amiga. It's a bit faster but then again you're moving more data around.

I have a feeling that people are expecting something extraordinary from the machine. If they are then I feel they may be overstating the machine's virtues.

Sure, the A1200 is a fine machine and games are going to look, play and feel much better on it - it's a good leap over the old A500 - but it's not got the sort of hardware in it that some people seem to think it has. We know - we've got the specs! But I can assure you that we will make the A1200 do as much as possible, although until development goes 100% A1200 (which is some time off) then you won't see the best of the machine.

At the end of this month I'll be zipping off to Poros in Greece for a fortnight, the first REAL holiday I've ever had... and I can't wait! Watch out for the tanned piccy next month!



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MISSION OBJECTIVE: CIVILIAN LEVEL1

 THE GROUND LEVEL OF THE CIVILIAN
BLOCK WAS GIVEN OVER TO ADMINISTRATION
AND OFFICES. IT IS HERE YOU WILL FIND
THE CONTROL COMPUTER TO THE BASE
MAINFRAME.
   IF YOU WISH TO ACCESS TERMINALS
ON FURTHER LEVELS YOU WILL HAVE TO
LOCATE THE CONTROL COMPUTER AND
ENTER YOUR SECURITY CODE : AXT32

THEN, OR OTHERWISE PROCEED TO
DECK-LIFT 2
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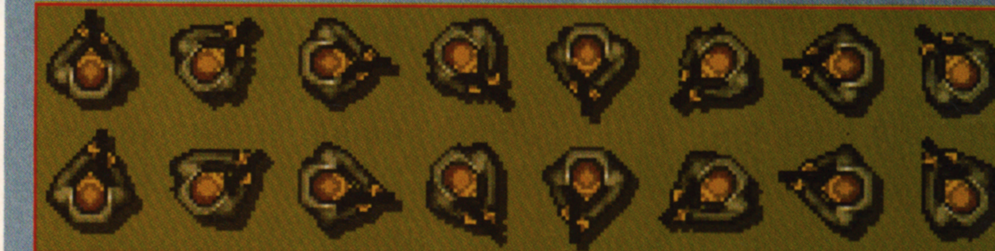
(Left) The new look Intex computer system in all its glory - take our word for it that it looks better moving than it does static. As you can see, the 3D polygon idea was well and truly knocked on the head.



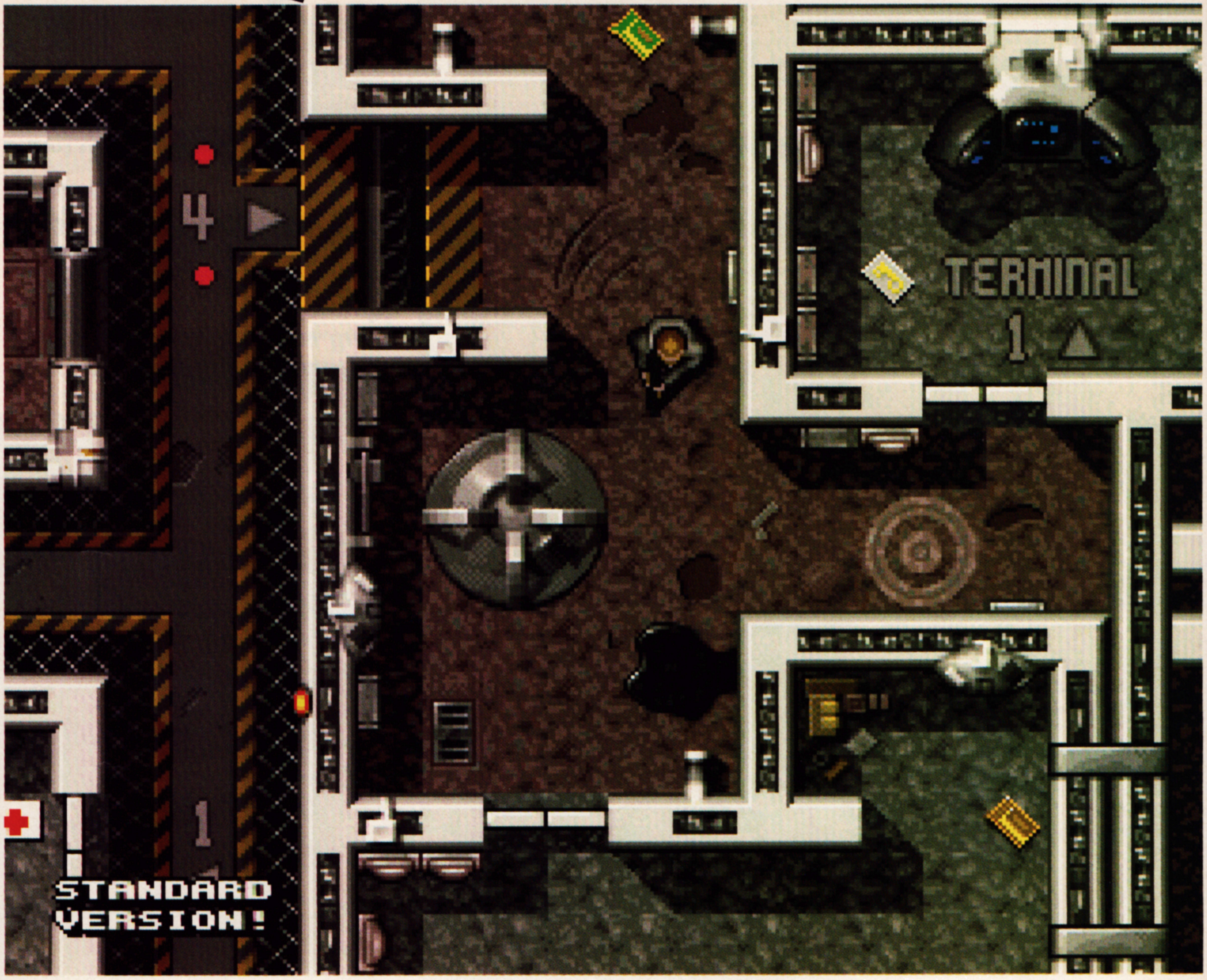
TEAM 17 HQ

Another quiet month at HQ with regard to Breed 2. Still the phonecalls come in asking about its release date and the same old "Back end of the year" replies fly out. Alien Breed Special Edition was knocked off top spot in the budget charts by our very own Project-X after 31 glorious, consecutive, record-breaking weeks. We've had two pieces of artwork sent in for possible use on the covers but both have stolen rather too heavily from a certain film series and therefore there is no way we can use them. Hopefully we'll have sketches to show you next month.

Most of the month has been spent in a legal wrangle with Fuji and the FIA (who license and market the Formula One thingies) who have told us that they want lots and lots of money because they say our F1 game infringed their copyrights and that we couldn't use the letters F and 1 together in a title nor use the words Grand and Prix. Humph. Let's hope some aliens don't land and start moaning that we're using their words too..

Everything has stopped over the last few days as the "wolves" (as we call our playtesting squad) have been given numerous copies of Overdrive to test and are going loopy trying to beat each other's track records - which is a jolly good sign as that means they're enjoying the experience. Anyway, onwards..

(Below) The use of varied floor textures and colours makes Alien Breed 2 look very different to the first game. And yes, this is the standard 32-colour version of the game!



THE DIARY

Thursday June 3rd

Fly out to Chicago clutching a camcorder and a number of dollars aiming for the bright lights and the windy city. Leave Andreas/Rico to get on with some serious work while I stuff my face and generally have a good time. The first problem occurs when I get drunk and leave my jacket and passport in a downtown pub. Fortunately I got it back later on but paid for my indulgence with a torturous hangover the next day. Some idiots never seem to learn.

Spend two absolutely awe-struck days wondering around Chicago gazing at the amazing architecture - and I'm not talking about the women in the Baja Beach Club either! Think about Rico and Andreas slaving away on the game back in Sweden for about 10 milliseconds and have another swig of genuine draft Miller at the Hard Rock Cafe... this is the life.

The Consumer Electronics Show is big with a capital "f". There's lots of lovely things to see and do and absolutely no sign of an Amiga anywhere except for the Video Toaster, which is something only the CU techies would talk about. Saw nothing of major interest apart from some smart tellies, incredible car stereo rigs and the unbelievable 'Daytona' Sega arcade game - somehow I don't think we'll see a Spectrum version! Bumped into Gary Whitta, but on the whole it was a good show.

Monday June 7th

After flying home from Chicago with a tear in my eye and a hole in my wallet, it was back to business. Project-X had to be finished and Andreas was reaching his breaking point, but he came through it and we managed to squeeze it onto three disks.

Wednesday June 9th

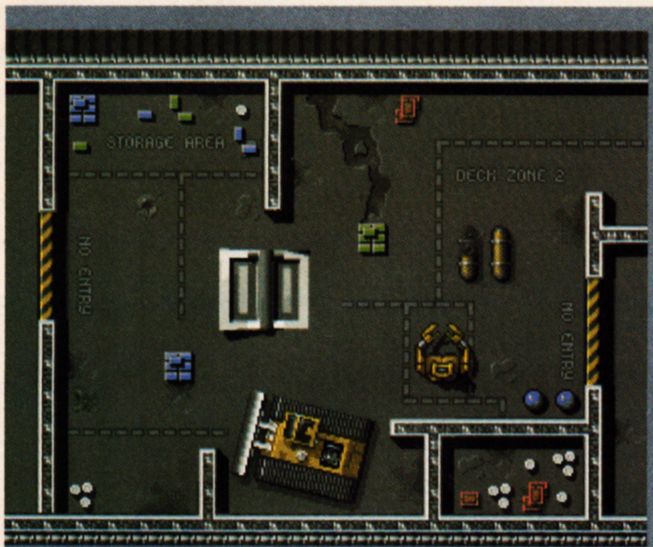
Rico's Opalvision started playing up resulting in its untimely return to the manufacturers. That meant that the 128-colour backdrops will have to put to one side until a new graphics card arrives (DPaint AGA is a bit slow really and you cannot get the same sort of effect as with a 24-bit package). But this does mean that work on the standard version has picked up to a great degree (as you can see from the screens).

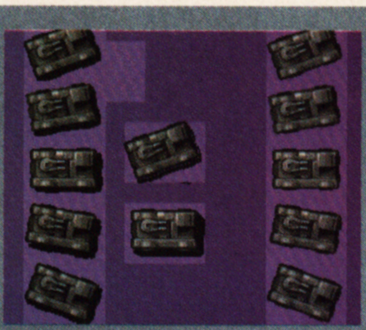
Friday June 11th

STOP! There's a funfair in Olofstrom. There I am calling Andreas to see how things are going and I get the message "No work... funfair is in town". I just hope it doesn't come around too often.

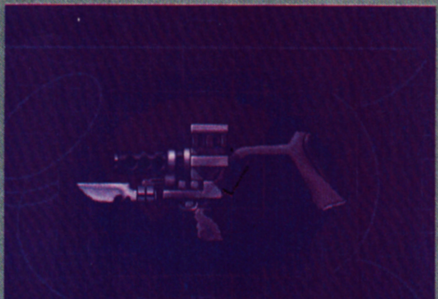
Monday June 14th

Rico starts fiddling with ray-tracing, the results of which you should see next month - be warned that static IFFs will do them little justice. Most of the animated ray-traced bits will be used in the backdrops.



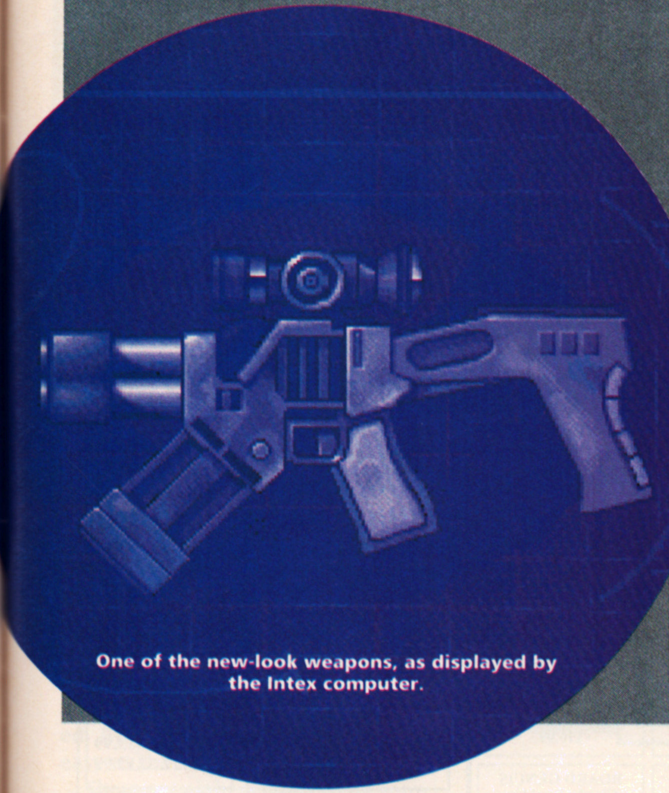


(Left) This is an early version of the level where you have to smash through walls with the tank (shown above in sprite form).

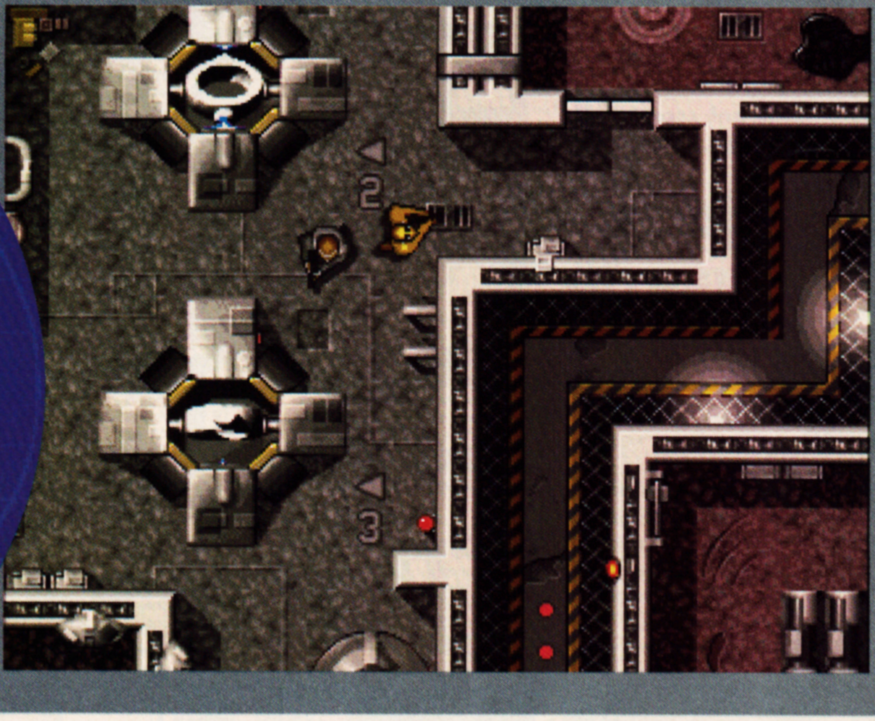


This piece of hardware looks a bit Space Crusade inspired, don't you think?

(Below) Another example of how the 'civvy' zone is looking. Again, this a 32-colour graphic. No, really!



One of the new-look weapons, as displayed by the Intex computer.



Tuesday June 15th

A day well spent... Get up at 6am and travel down to Merthyr Tydfil to deliver the Project-X masters. Spend two hours testing the copies and announce it all a major success - first time it's taken so short a time. Smile the whole four hours back to Wakefield... Call Andreas with the news and listen to the shouts of glee. We like it when it goes well, seeing as nothing usually does.

Thursday June 17th

Project-X is released and we achieve record ship-outs for a budget game, double that of AB '92. All fingers and other items are crossed in the hope that it'll be a success. It is. Chickens are cooked, ale is drunk and the workers return home merry.

Tuesday June 22nd

Rico has been hard at work on the Civilian level and emerges from his pit clutching the provisional designs for this particular world. In comparison to the military zone it's far less techy and hard-looking, which is just as well because it's where the base workers were meant to be. All the doors here will open on contact and missions will revolve around activating areas for later use.

Monday June 28th

Rico emerges triumphantly with ideas for a new Intex system including the visuals for some of the weapons. The main display centres around a huge animating sphere in the background and the monitor has a sort of bright line moving down it - the effect is superb, but it looks a bit tame in static shots. We are hoping to use vectors in conjunction with the new computer system to view the map and show exits and other information in the form of blue-prints and 3D models.

Tuesday June 29th

Andreas and Rico start work on a new section of the game which features the two characters driving a huge tank through a military zone in order to smash down the wall so that they can gain entry to another part of the complex - you can see it in its rough form here.

Okay, that wraps up another fulfilling instalment of the Alien Breed 2 diary. Thanks to Dave, Simon and Matt for having us and presumably using the same old 'orrible piccies once more [sorry! - Ed.]. We promise to send some more interesting ones next month...

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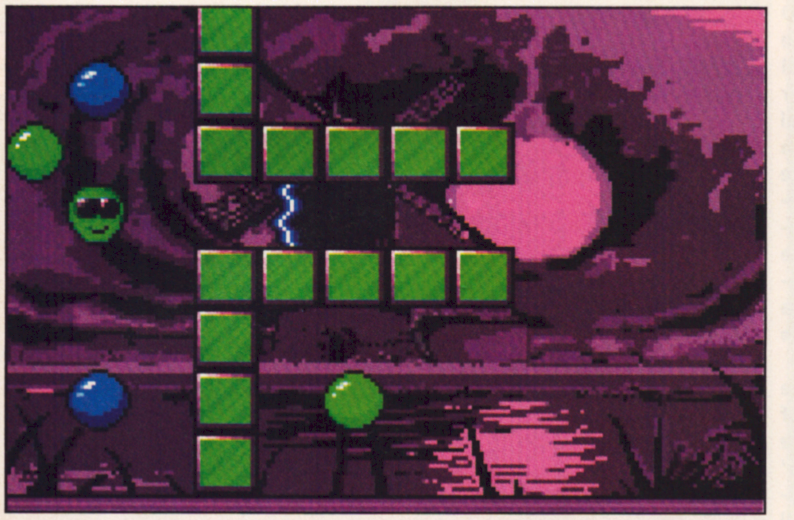
PD ZONE

Simon Byron hangs up his PD pants as Matt Broughton bravely embarks on his first solo mission to find out what the PD world has to offer for the month of August. Quake, tremble and vomit as we plunge quite literally spam-first into the sticky tunnel of mystery that is... PD ZONE.



PARADOX

17 Bit Software,

Assassins disk 85.

This is a nicely presented - if not a little strange - ball-bouncing puzzler based on games in the E-Motion/Tiny Skweeks mould. You control a small ball (with sunglasses) and it's your task to push a number of other balls across the screen until it is possible to put two of the same colour together. Perform this simple task and the reunited pair will disappear into the distance. Clear the screen of all the balls and that's the level sorted. But, I hear you ask, it's not as easy as that is it Matt? Well, no.

There are eight screens to be completed and though the first screen is nice and easy, it doesn't take long for the setup to get a bit more thought provoking. The first problems are easily solved by a bit of logical forward thinking as you'll find that you might be able to get some pairs together, but at the cost of pushing others into 'unrescueable' positions.

You get five lives to play with, but learn quickly from your mistakes as you there's no password system here. Later screens offer obstacles such as electric fields flickering on and off and pistons pumping across passageways making timing tight and inducing panic-stricken dashes across the screen. A clock also ticks away and, though being quite generous, it does give you that extra stress appeal.

The real element of the game that makes it worth an extra mention is the graphical and sonic presentation. Considering that these sort of games don't exactly lend themselves to incredible visuals, the authors have chosen to spice up the play area with nice digitised backgrounds and clear main graphic blocks. Your character is simple but has some nice characteristics - yawning if you take too long, etc, all accompanied by effects and speech samples. And there's a nice 'Game Over' screen with definite Monty Python overtones!

Overall this is very crispy and I look forward to getting hold of some more levels at some point.

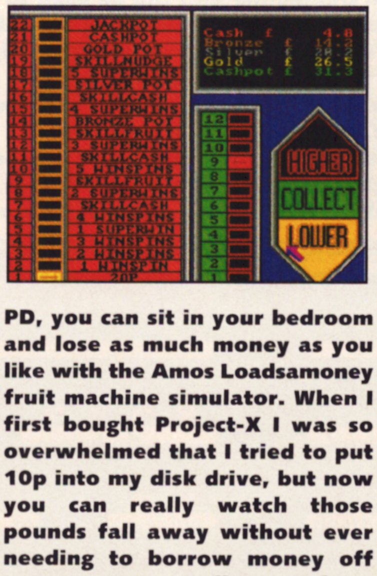
OVERALL 81%

AMOS LOADSAMONEY

Magnetic Fields,

disk GA188.

Vegas, Los Angeles, Southend. Yes, just some of the places that have become synonymous with that demon - GAMBLING. I bet (oops) that all of you have at some point stood in a twelve-person-long queue for Street Fighter 2 in your local arcade and have glanced over to those all-dancing, all-flashing fruit machines wondering if their promises of £50 payouts are true. Three seconds and £2 later, you realise that you have been taken for a short and expensive ride.



Now, thanks to that other money-making machine, namely PD, you can sit in your bedroom and lose as much money as you like with the Amos Loadsamoney fruit machine simulator. When I first bought Project-X I was so overwhelmed that I tried to put 10p into my disk drive, but now you can really watch those pounds fall away without ever needing to borrow money off your parents - well, apart from the dosh to buy the game.

This is one of the best fruit machines sims that I've seen. The presentation is adequate and the sound does what you'd probably expect but what really makes it special is the number of features. As well as the obvious wins by matching the symbols, there are high/low sub-games, a roulette table on which to gamble your winnings and a 'fruit grid' where you can make a line of four using the symbols you've spun that don't automatically qualify for a prize. Some of the fruits have a number with them which light the AMOSLOADSAMONEY word at the top of the screen which again leads to a sub-game when completely illuminated.

The game makes encouraging comments as you progress, or slags you off if you consistently loose. This isn't too annoying but doesn't really add much either.

All in all, this is good fun, the only down side being that you can't have more than one player at a time which is a shame because games like this are generally more fun when played in competition.

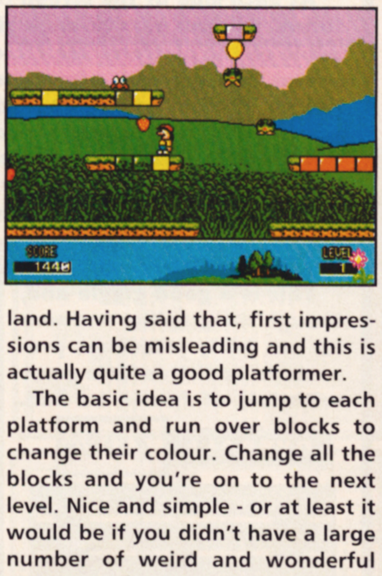
OVERALL 81%

DITHELL'S WONDERLAND

Magnetic Fields,

disk GA025.

It's strange, don't you think, that people still seem to be under the impression that if you stick a moustache, a hat and a pair of 'plumber-like' dungarees on your main character the game will be a smash hit. Enter, stage right, Dithell's Wonder-



land. Having said that, first impressions can be misleading and this is actually quite a good platformer.

The basic idea is to jump to each platform and run over blocks to change their colour. Change all the blocks and you're on to the next level. Nice and simple - or at least it would be if you didn't have a large number of weird and wonderful creatures after you. The enemy can be one of two types; those that stick to a set pattern at a particular place on the screen or those that are free to roam after you anywhere on the screen. There's no way to kill any of the bad guys so you'll just have to avoid them by leaping over them or jumping to the platform above them. The 'mobile' meanies are fairly intelligent and are never more than a few seconds behind you, meaning that you need to keep on the move.

Bonus items float across the screen - mostly fruit - and can be picked up for extra points. Other things in the level can include holes off the bottom of the screen which need to be avoided and trampolines that can be used to bounce to higher platforms or over baddies. The bad points that must be mentioned are primarily caused by the over-zealous momentum that affects your movements in a 'slippery ice world'-type way, causing you to drop down platforms and onto nasties when you didn't really mean to and sliding you into holes and thick baddies at the bottom of the screen.

In addition there's a nice level editor for making your own platforms up, and also an option to turn off the background thus speeding it up further. Overall, this is a very smooth, if a bit frustrating, little devil that is well worth a gander.

OVERALL 79%

CATACOMBS

Magnetic Fields, disk GA185.

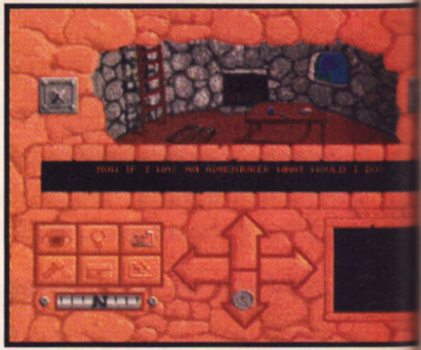
Apparently, it's the 341st year since the death of King Akornian and the peace of those times is but a myth, which is all bit heavy for a PD game but there you go. Anyway, enough of that - what's the game like?

Catacombs is a first-person 3D dungeon/adventure game in the Dungeon Master vein, where control is handled by mouse and icons or keyboard command keys. The actual outside world view is quite small on the screen, with the rest of the space being taken up by inventory, movement/command icons and a compass. The general task is to explore as fully as possible the many maze-like catacombs in search of treasure and adventure, while solving the puzzles encountered.

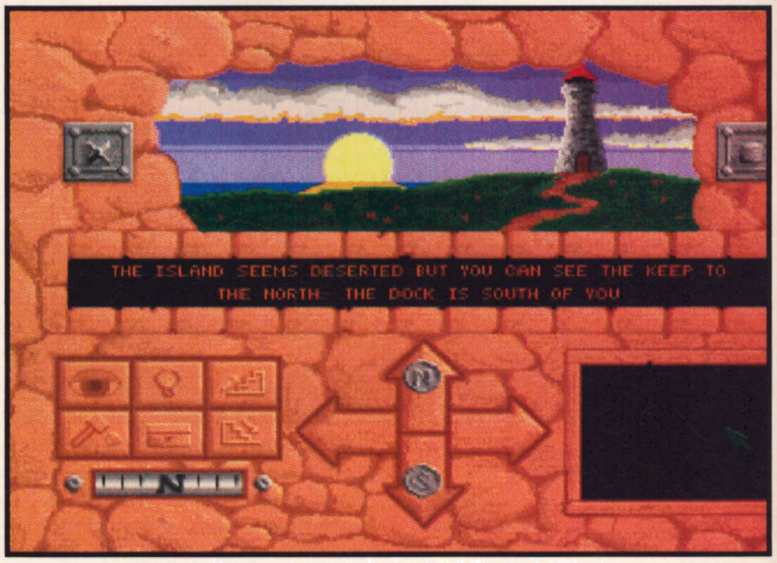
There are no monsters to be fought and the game spends most of its time being an 'open chest, take torch, use torch, go to dark cellar' sort of affair with no abstract challenges jumping out at you. The small graphics window is quite well drawn, if a little repetitive in the catacombs themselves, and becomes interactive should any object of importance appear at your location. For most part the pictures are just pictures and you'd do well to trust your compass rather than what the screen shows.

The game seems to have a large area and, though this won't have you on the edge of your seat, it will probably keep you amused for quite a while just due to the size. Your cup of tea? Have a bash then.

OVERALL 67%



NOW IF I WAS AN ADVENTURER WHAT WOULD I DO



THE ISLAND SEEMS DESERTED BUT YOU CAN SEE THE KEEP TO THE NORTH. THE DOCK IS SOUTH OF YOU

FRUIT PANIC Magnetic Fields, disk GA191.

Take Pacman - with ghosts obviously - add six horizontal platforms covered in fresh fruit, stir in a couple of trampolines and then give Pacman a bomb. Mix these elements together on a huge screen and what have you got? Well actually a rather fun little PD game. Oh yes.

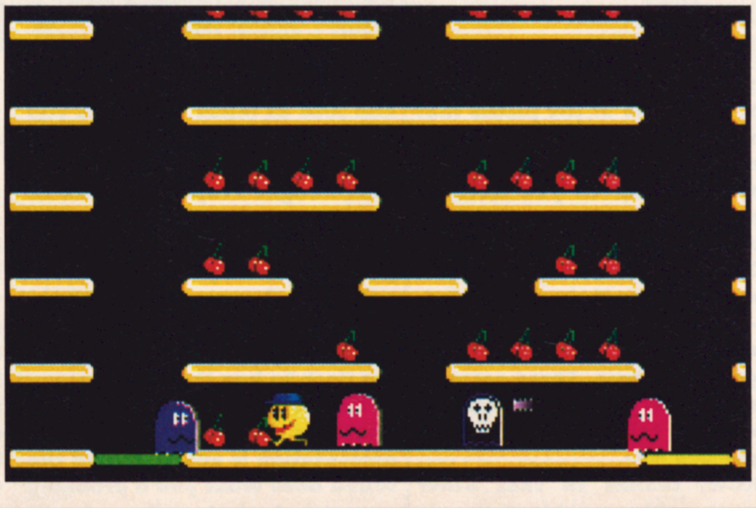
Pacman lives on and probably will forever thanks to people using him as the character of choice in PD releases. This time round it's down to Pac' to get all the fruit from the six platforms while avoiding the ever-present ghosts. You might be wondering how you get from platform to platform and the answer is simple - trampolines.

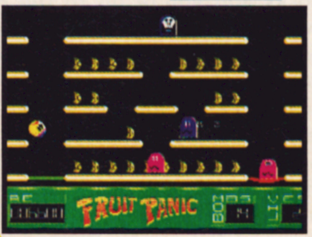
At each side of the screen is a trampoline that can be used to bounce you to the higher platforms. You can pass through ghosts that are also bouncing up and down the sides, but touch one while on the platform itself and it's curtains for you mate. The only problem with the trampolines is that they will only allow you to use them three times in quick succession, as you need to give them a little bit of time to 'recharge' - they change colour to show how strong they are. Jump on them too often and it will break, losing you one of your lives.

Your only offensive weapon is a large bomb that can be dropped anywhere apart from on the trampolines which will kill any ghosts that come into contact with it. You can only have one bomb on the screen at any time so make sure it's being dropped for a purpose as later you might have a ghost on your tail and no way to get rid of him.

This is a good giggle and, though the graphics and sonics are fairly primitive, presents an addictive little game with lots of fun to be had.

OVERALL 70%





DRAGON CAVE

Magnetic Fields, disk GA186.

If I had a penny for every Dungeon Master-type game then I wouldn't be overly rich but I could still probably purchase a King Cone or two when the weather becomes a tad too humid. It seems that for every committed full-price player there's another who's keen to display his (or her) skills by writing a game which is a direct rip-off of the Lord of the Graphic Adventures. But - hey! - that'll teach me to judge a game on first impressions alone - Dragon Cave is something very, er, 'different indeed.

It's essentially a puzzle game, but one that is cleverly hidden behind what appears to be the front-end and main workings of Dungeon Master. The graphics completely confused me into thinking I was about to enter the familiar Hall of Champions but I did, in fact, end up pushing chests around in what could really have been an overhead 'push boxes into holes' game.

To ignore the DM presentation for a moment, the game is a logic puzzle that revolves around positioning yourself within a tight maze so that you can push boxes

BEWARE! ASSASSINS!

Yes, more Assassins game compilations came in for review this month, this time provided by the good people at 17 Bit Software, Magnetic Fields and Fortiss PD.

ASSASSINS DISK 70

Tetris Pro: Nice version with a few new twists and features.
Wangle: Brain-teasing block manipulator. Gets the cerebral fluids bubbling nicely.
Tetris Digital: No nonsense Tetris clone with two-player splitscreen option. No frills, but nicely done.
OVERALL: 82%

ASSASSINS DISK 71

Numerix: Overhead Tetris on a scrabble board type thingy.
Battleships: Yippi-kai-aiy... er... Battleships. Yes.
VS Tanks: Rather pathetic tanks-in-a-maze trundle.
OVERALL: 52%

ASSASSINS DISK 72

Escape 2: See main review.
Car 2: Drive around a big square track on your own. Fun for all the family. NOT!
Boulderdash: Cute clone of the old standard. No surprises here.
OVERALL: 75%

ASSASSIN DISK 73

Challenger: Copy of the pub multiple-choice quiz machines with multi-players.
Lexess: A hangman game that tries to not look like a hangman game.
Concentration: Memory game. Flip the tile and remember its twin's position.
OVERALL: 69%

ASSASSIN DISK 85

Paradox: See main review.
Bagitman: A little platform game cloned from the oldy Blagger.
Matchcards: Memory 'match the cards' game
Rubix: 3D Rubix cube solving utility
OVERALL: 75% (mainly due to Paradox)

ASSASSIN DISK 86

Smurf Hunt: One of the better SEUCK games. Slaughter - Commando-style.
Legend Of Lothian: Text and graphic adventure.
Lord Of Hosts: Interesting variation from Chess. Two player.
OVERALL: 70%

ASSASSIN DISK 88

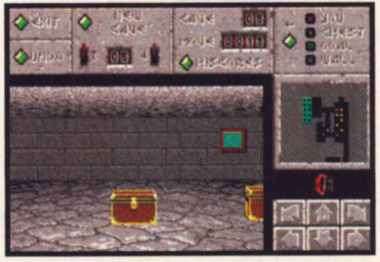
17 BIT Software
Relayer: See main review.
Defender: Good arcade conversion with excellent sound samples.
Mosaic: Number puzzler. If it's your cup of tea...
OVERALL: 76%

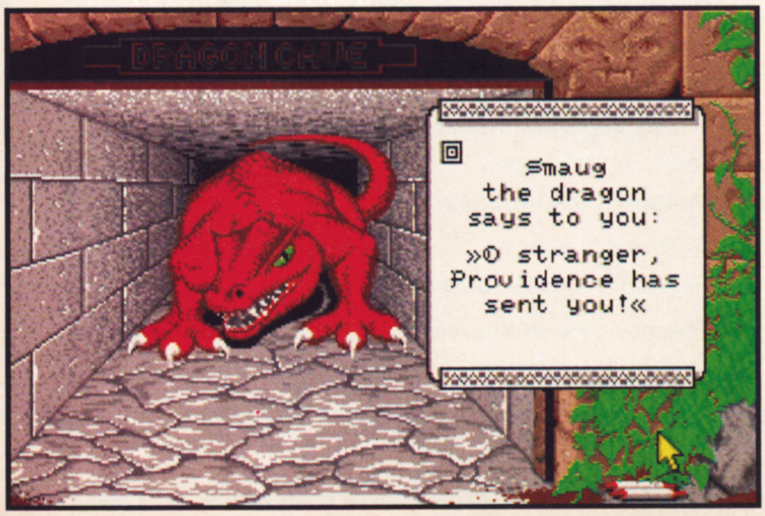
to a specified target area. Push a box into a corner and there's no way that you can get it out again - meaning it's time to restart - but there's no time limit so you can plan ahead without any real pressure.

Back to the Dungeon Master link, the control system and screen shots are stolen directly from the classic original, and work by use of mouse on direction icons - in case you didn't know already. This adds a bit of atmosphere but once you get into the game you tend to just rely on the overhead map given in the bottom right of the screen.

All in all this is nice little brain teaser that has been given a clever coat of paint in the guise of DM's facade. Don't be fooled by the screen shots - this is a puzzle NOT a graphic adventure.

OVERALL 70%





Smaug
the dragon
says to you:
»O stranger,
Providence has
sent you!«

ESCAPE 2

Magnetic Fields,

Assassins disk 72

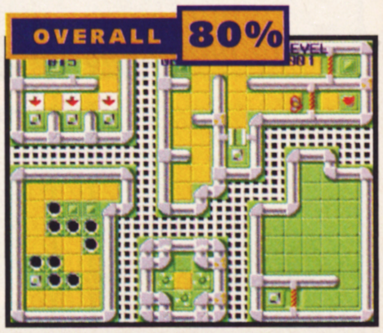
As PD games develop we seem to be getting interesting cross breeds between already-proven commercial successes - Dragon Cave (reviewed elsewhere) is a good example. Though we've yet to see Indiana Maclean's Super Chaos Desert Blows we do have an interesting mixture here. Escape 2 is an extremely well-presented overhead puzzle game that seems to have taken elements from D-Generation and Chip's Challenge - with a little bit of graphical help from Alien Breed.

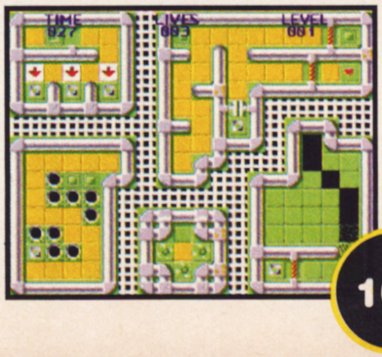
Within a very tight time limit you have to complete a number of single screen levels by passing over pressure pads and making use of teleporters. The pressure pads must be triggered in sequence, opening doors and giving access to previously sealed-off areas across the level. Apart from the unforgiving time limit, main obstacles come in the form of crushing pistons, death-inducing bottomless pits and crumbling floor tiles which must be run across without any hesitation.

The teleporters allow you to choose which part of the screen to approach first - the screen generally being split into three or four separate areas - and objectives achieved here can make other areas easier. By trial and error you will work out which areas are best completed first. Points and time bonuses can also be collected to ease the pressure but are unfortunately few and far between.

This is a very professionally presented piece of PD, but I have to say that the time limit makes the game itself almost impossible to complete unless you move non-stop across each level. This is apparently only a preview copy, so I look forward to seeing the complete game.

OVERALL 80%





RELAYER

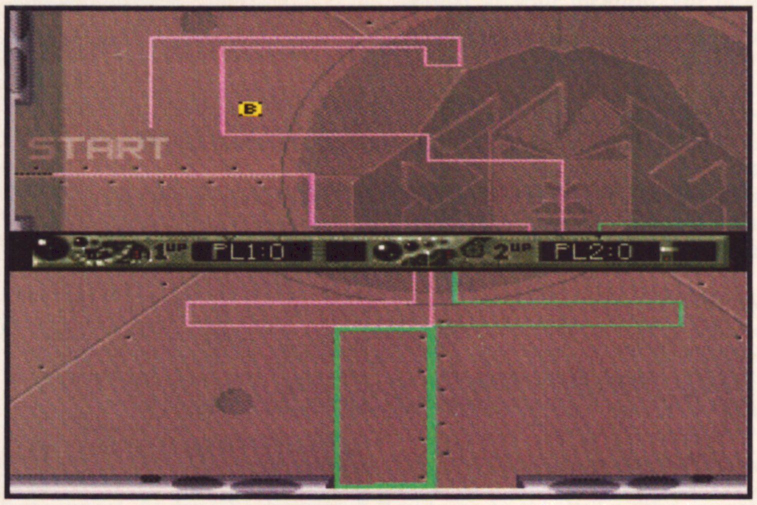
Assassin disk 88.

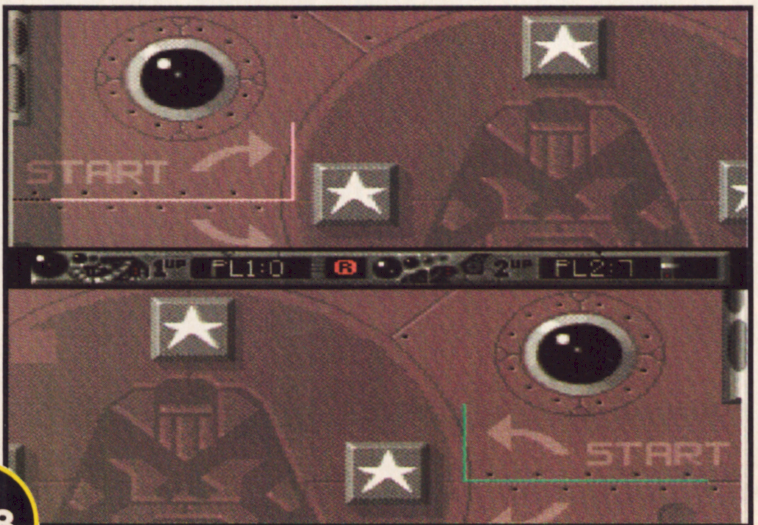
Time is a funny thing, don't you think? I mean, wait for Santa on Xmas Eve and it crawls along like a, er, crawly thing with no arms, but sit down for a quick bash of some lightbike game before bed and next thing you know it's quarter to seven and mum is coming in to wake you with a bowl of Frosties. Well that's what happened to me and my best mate when we sat down to have a bash at Relayer, anyway.

Take your general lightbikey game and then give it a Lotus-like split screen look for each player. Okay, now add some funky soundtrack and some moody backgrounds. I can tell that you're already near fever pitch excitement, but now add some 90's power-up icons. I realise that you're probably about as sticky with anticipation as you've ever been, but now include different level layouts including walls and random barriers. Before you explode in a shower of blood and organs, pick up a joystick and have a bash against the computer or a mate with similar interests. Yippidee Twang! What a scorcher mate.

This really takes the lightbike idea as far as it's likely to ever go, and though some people found the split screen a distraction, I actually think it takes it into a different league - not necessarily better than the standard, but different. Depending on the colour of the icon that you pick up, when the fire button is pressed it will either affect you or your opponent. This means that you can use a speed up on yourself to gain the advantage, or use the speed up on him, sending him hurtling across the screen just as he's about to enter a maze. A-ha-ha-ha! Other icons include reversing controls, being able to produce walls out of thin air in front of your opponent, and hyperspacing to random points on the level. Being able to play against the computer is also nice although he does tend to just mirror you, and of course he has the advantage of being pixel perfect. The overall feel of the game is much better due to the sonics and little touches and well worth a go - just keep an eye on your watch.

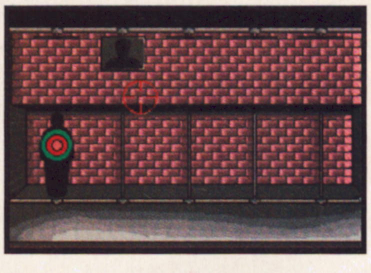
OVERALL 81%





TAKE 'EM OUT

Magnetic Fields, disk GA164.



Guns, big guns, that's what I like. Oh yeah. And grenades. Kill, kill kill. As you may have gathered, this isn't a Mario clone, but a game of violence. Obviously inspired by Op Wolf, Take 'Em Out is a very professionally done mouse-driven 'target' game. Some good music, nice samples and crisp graphics take this into a higher league than you would expect from a PD game, while still maintaining the simple idea - shoot to kill.

Having said this, you actually start in the training camp, practising on standard targets, heads and bodies with a simple shotgun. You have a minimum required success rate that must be made to proceed, otherwise it's staying behind after school for you - not to mention more practise.

If you do make the grade, then it's off to the war zone, armed with two weapons from a choice of shotgun, grenade, bazooka or auto-rifle. The main screen is a street scene with two buildings and an alley-way complete with lots of little hiding places for Johnny Nastie-bloke to jump out and shoot you - welcome to New York don't you think? The buildings' windows and doorways gradually become busier, as armed terrorists, gunmen and general nutters start to appear, taking potshots as they fancy. You'll need to be selective with the old killing though as the occasional innocent will pop up just in time for you to paint the rear wall with Dulux 'hint of cerebral fluid'. You also need to watch the ammo, as you have a limited amount to get through each level.

Though very simple and having been done a thousand times previously, this is a super-sexy attempt, and very good for a PD offering.

OVERALL 79%

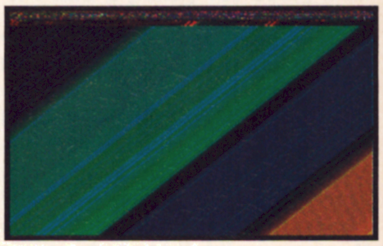
SERIOUS SOLITAIRE 1+2

Tower Software

The two disks on offer here both contain fifteen games ranging from simple games of chance to more puzzle-based games cloned from classic ideas. The presentation throughout is excellent, and the overall program is extremely user-friendly with help options and clear descriptions given for each game. After each game has been completed - or not - you are given the option to see how the computer would have played had it been given your cards. Apart from adding a good competitive element, this also acts as a smart training method.

This is one of the most attractive programs of its type that I've seen and definitely worth a look if you enjoy these teasers.

OVERALL 80%



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• 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield WF1 1DH.
Telephone: (0924) 366982

• Fortiss PD, P.O. Box 2, Earl SHilton, Leicester LE9 8LU
Telephone: (0455) 850980

• Magnetic Fields Shareware & Public Domain Software, P.O. Box 118, Preston, Lancashire PR2 2AW.

• Tower Software, P.O. Box 9, Gosforth, Newcastle Upon Tyne NE3 1QW.

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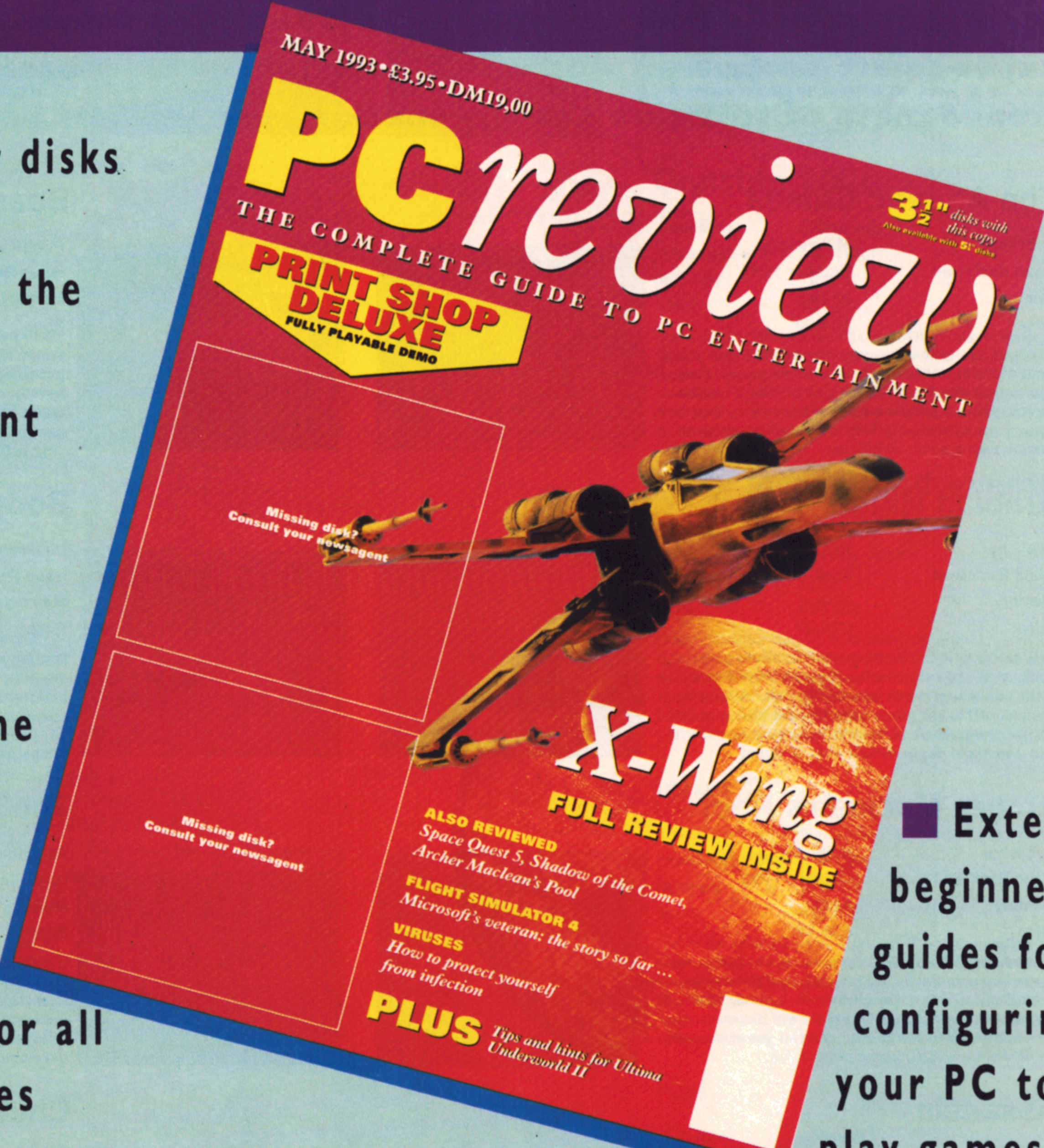

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RECOMMENDED

Ah, August! As the hot sun beats down on you, your mind no doubt turns to thoughts of sand, sea and... software. "Are you kidding?" I can hear you say. No, I can assure you, I am not. With medical reports appearing almost daily warning of the effects of too much ultra-violent radiation on fragile skin, what better way could there be of looking after your health than by sealing yourself away in a darkened room and loading up a new bit of super-smart software? And what better way of choosing that aforementioned piece of software than by checking out the lists below...?

The Aquatic Games

84%

Publisher	Millennium
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

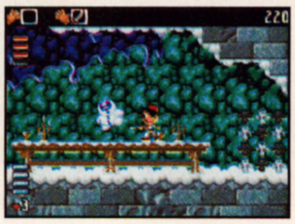
Although this type of 'waggle your sticks' sport game went out with Noah, The Aquatic Games injects new life into the old dog by introducing a number of unusual events. Packed full of cartoony visuals and aided by a bouncy soundtrack, the AG's should entertain most owners with a sense of humour.

Arabian Nights

90%

Publisher	Krisalis
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

Yes, Arabian Nights is yet another platform game, but don't yawn and turn over the page because this one is really something rather special. It's fast, looks good, sounds terrific and plays superbly, but on top of that it's got some excellent 'arcade adventure' aspects to add a touch of depth. Smart stuff all round.

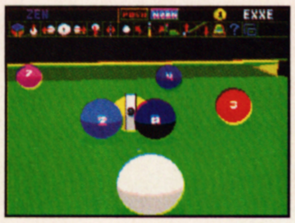


Archer Maclean's Pool

90%

Publisher	Virgin Games
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

When Jimmy White's Snooker was released, the public lapped it up in droves. Archer has used the same game engine to produce a game which is arguably better than Snooker due to the fact that Pool is a more accessible and easier to play sport. If you missed out on JWWS then you'd better pot this 'un.



Assassin

92%

Publisher	Team 17
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

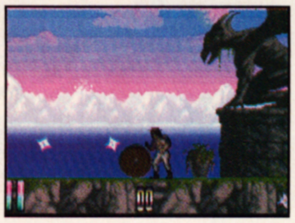
Assassin is a Strider-based arcade shoot-'em-up which blows the rest of the rest of the feeble attempts clean out of the water. With perfect control, five massive levels, gorgeous graphics, inspiring sonics... Need we go on? Assassin should be in everybody's software collection, now!

Beast 3

90%

Publisher	Psygnosis
Issue Reviewed	September 1992
Memory	1Mb
Price	£29.99

Whilst the first two Beast games were lovely to look at but crappy to play, Beast 3 show exactly how it should have been done. It's still dreamy to watch but underneath the visuals there's a right stonker of a game. The cleverly designed puzzles and frantic non-stop action should keep most entertained for weeks.



Body Blows

92%

Publisher	Team 17
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

You've read the hype and we've had the phone calls but now, at last, Body Blows is here. And - yes! - it is better than Street Fighter 2. The graphics and sound are as excellent as you've come to expect from Team 17, and the fumpin' gameplay is fast and furious. Every Amiga gamer, beat-'em-up fan or not, will love this.

The Chaos Engine

85%

Publisher	Renegade
Issue Reviewed	February 1993
Memory	1Mb
Price	£25.99

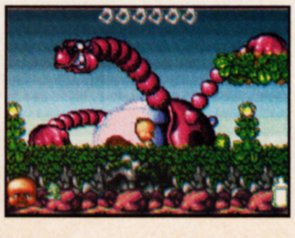
It's been an age in the making but the wait has just about been worth it. TCE is basically Gauntlet with knobs on - but what knobs! Computer-controlled, artificially-intelligent second player, music that changes with the action, RPG-like character development, the list goes on. Great fun, all in all.

Chuck Rock 2

86%

Publisher	Core Design
Issue Reviewed	April 1993
Memory	1Mb
Price	£25.99

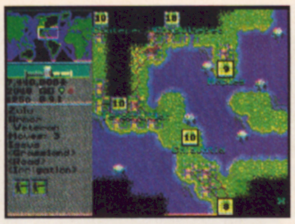
CR2 stars baby Chuck Jnr in a perilous trek across loads of gorgeously-detailed and heavily-parallaxed scrolly levels in an attempt to rescue his dad, the famed Chuck Rock. Although familiar platform stuff, the huge, imaginatively-drawn baddies and tongue-in-cheek humour makes this a winner.



Civilization

81%

Publisher	Microprose
Issue Reviewed	August 1992
Memory	1Mb
Price	£29.99

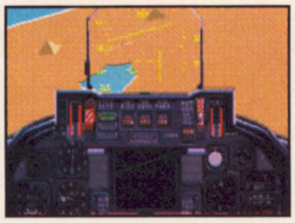


Sid Meier does it again - and you thought he couldn't beat Railroad Tycoon! Your job? Evolve your populace up from the Stone Age to the 20th Century and beyond. The strain of the port from PC to Amiga shows sometimes in the disk accessing, but the involving strategic gameplay more than compensates.

Combat Air Patrol

89%

Publisher	Psygnosis
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

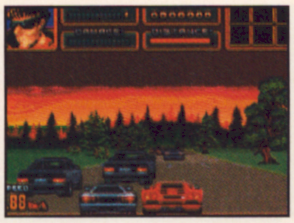


In the same month we review Desert Strike along comes the similarly Gulf War-inspired Combat Air Patrol. It's a flight sim with its eye firmly on playability rather than rigorous technical accuracy, so while it may not impress the sim hard-liners the rest of us will have a whale of a time. The 3D, by the way, is great.

Crazy Cars 3

90%

Publisher	Titus
Issue Reviewed	August 1992
Memory	512K
Price	£25.99

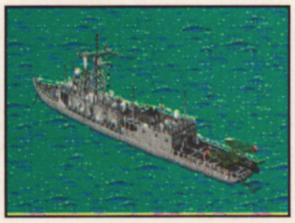


Another series of games where the third proved to be the best of the bunch. Forget the previous two, or most other sprite-based racers - this game is one of the contenders for the racing trophy. It scrolls, plays and moves so well that you'd be a fool to let this one overtake you.

Desert Strike

93%

Publisher	Electronic Arts
Issue Reviewed	April 1993
Memory	1Mb
Price	£29.99

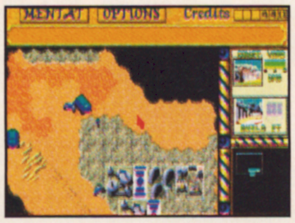


Definitely EA's best Megadrive-to-Amiga conversion yet, DS has you flying a state-of-the-art attack chopper around hostile desert territory. It's a thinking man's shoot-'em-up basically, with excellent graphics and sound and flawless playability. A classic, and actually better than its Megadrive inspiration.

Dune 2

90%

Publisher	Virgin Games
Issue Reviewed	July 1993
Memory	1Mb
Price	£30.99

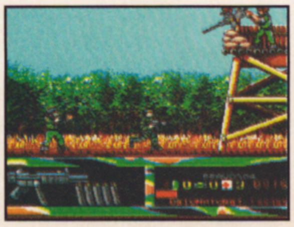


From Westwood, the people who brought you the equally recommended Kyrandia, comes this, a very playable and beginner friendly strategy game in the Sim City mould. Harvest spice, fight rival Houses, become ruler of Arrakis and have fun. This is good stuff for strategy buff and novice alike.

Fireforce

90%

Publisher	ICE
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

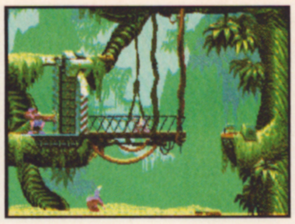


Yet another blast from the past, Fireforce has distinctly Green Beret origins. Who cares where it comes from when the end product is this good? Violence and more violence (with some distinctly realistic throat-slitting) make this horizontally scroller a game which you should hide from your granny.

Flashback

93%

Publisher	US Gold
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

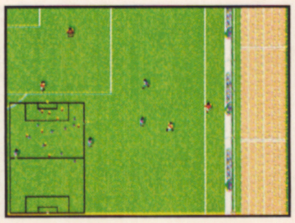


Flashback is from the French geezers wot brought you Another World. If truth be told it's not quite as stunning as that classic but it's a close run thing. The animation of your character as he runs, jumps and fights his way, Prince of Persia like, through the alien world is superb. A platform game fan's dream.

Goal!

91%

Publisher	Virgin Games
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

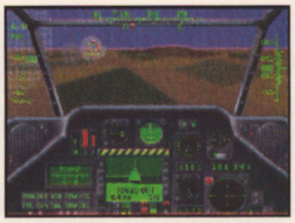


The game that would be Kick Off 3 is finally here and it's a scorcher! While not as instantly accessible as some of its rivals there's a wealth of option that you can toggle on and off to make life easier. In our book it's not quite the Sensi beater that some would have you believe but it's great none-the-less.

Gunship 2000

90%

Publisher	MicroProse
Issue Reviewed	July 1993
Memory	1Mb
Price	£34.99

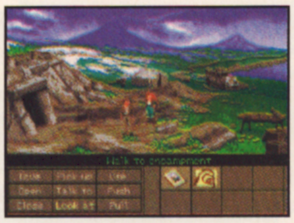


Have we had to wait for this one! Don't worry, though, it's been worth it. Once again the 'Prose people have come up trumps with what is undeniably THE helicopter sim on Amiga. Super-fast contoured landscapes, wingmen, oodles of firepower and long-term challenge make this any flyboy's next 'must buy'.

Indy Jones IV (Adventure)

88%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£37.99

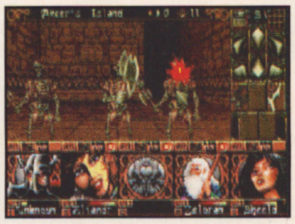


Many consider Indy IV to be the best graphic adventure ever and thanks to its superb graphics and sound, multiple plot paths and marvellous atmosphere they're not far wrong. However, on Amiga the enjoyment is marred slightly by extreme slowness in places and some annoying disk swapping problems.

Ishar 2

86%

Publisher	Silmarils
Issue Reviewed	July 1993
Memory	1Mb
Price	£29.99

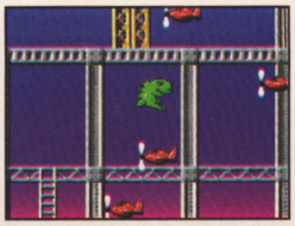


Yet more adventures in Arborea! The game engine has been tweaked and cleaned up here and there, but technically it's not that much of a leap over what the first Ishar offered. All the same it's good, long-lasting entertainment, even if you can still spend too much time wandering lost, wondering what to do next.

Hoi

90%

Publisher	Hollyware
Issue Reviewed	August 1992
Memory	512K
Price	£25.99



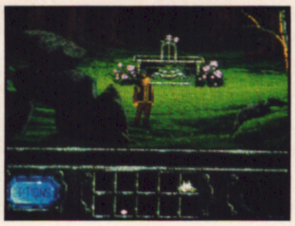
A super-cute platform jobby that constantly astounds, Hoi is a surprise star on the Amiga. Help the 'saur through five bloody huge levels in one of the most smoothly playable games yet. With real gameplay variation this looks set to become a timeless wonder.

The Legend of Kyrandia

93%

Publisher	Virgin Games
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

A graphic adventure in the Monkey Island 2 model. As Brandon, your only chance of resuscitating your turned-to-stone Grandad is by defeating the mad jester Malcolm (the best villain to have appeared in an Amiga game yet). Lots of truly gorgeous graphics and an inspired player interface.

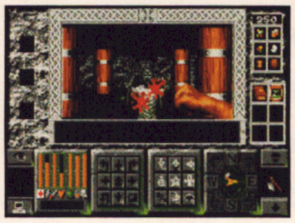


Legends of Valour

92%

Publisher	US Gold
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

LoV uses an amazing graphics engine to generate the most realistic 3D environment you ever seen! It gives you total freedom of movement in the fantasy gameworld and makes this one of the most atmospheric RPGs yet! Destined to be hailed a classic, you'd be foolish to miss it.

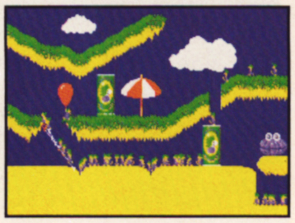


Lemmings 2

91%

Publisher	Pysgnosis
Issue Reviewed	March 1993
Memory	512K
Price	£25.99

Oh yes! They're back! Topping what must be THE classic game of the last few years was never going to be easy but DMA Design have done a top job. There are fifty new abilities to learn (some Lems can even fly!) and increased player interacton with the scenery. Just as much fun as the original ever was.

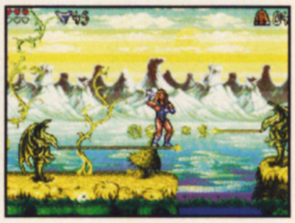


Lionheart

91%

Publisher	Thalion
Issue Reviewed	March 1993
Memory	1Mb
Price	£25.99

German coders are on a bit of a roll at the moment, what with No Second Prize and now this, a hack-n'-slash platform romp. Boasting some of the most stunning scrolling parallax scenery you've ever seen and tight, addicitve gameplay, this is a terrific title that is an essential part of your software collection.

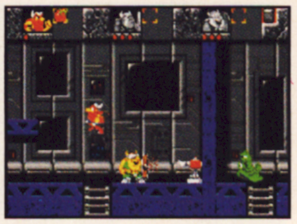


The Lost Vikings

90%

Publisher	Interplay
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

The Lost Vikings is an arcade adventure with a premise very similar to Gobiliins', i.e. you have three characters under your control, each of whom have different abilities, and you have to use them in the right order to solve puzzles. Fortunately it's far better than that game. Indeed, it's one of the best this year!

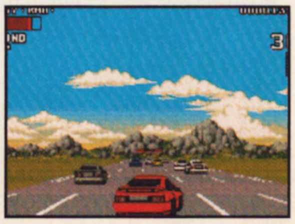


Lotus 3

86%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

The third Lotus instalment mixes the best of the two previous offerings and ends up with a game which will satisfy all. With laps or circuits, a variety of race conditions and an unusual course designer, Gremlin have produced a real winner. You still can't wreck the Lotuses, though!

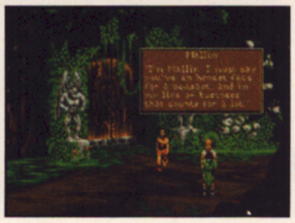


Lure of the Temptress

90%

Publisher	Virgin Games
Issue Reviewed	July 1992
Memory	1Mb
Price	£25.99

An impressive debut by Revolution, an English based programming team, Lure improves over the standard graphical adventure by way of its real character interaction. The non-playing characters all go about their own business, chatting to to each other and the like, making this the closest game to real life yet.

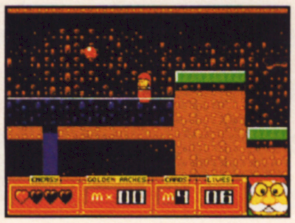


McDonalds Land

90%

Publisher	Virgin Games
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

Yet another attempt to 'do' Mario on the Amiga, this one succeeds thanks to superb playability and some interesting twists on old platforming themes. Of course it's barely got an ounce of originality but who cares when the game's this much fun? Want a great platform game? You got it!

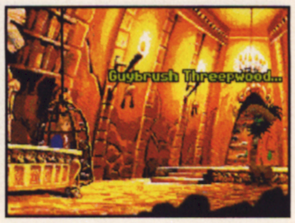


Monkey Island 2

94%

Publisher	US Gold
Issue Reviewed	July 1992
Memory	1Mb
Price	£37.99

What else is there left to say? The game to end all graphical adventures with genuine humour and gorgeous hand-painted graphics improves in every way over the original (a task in itself). The disk accessing is a trifle too much but the overall package is one of the best you'll ever see on the Amiga.

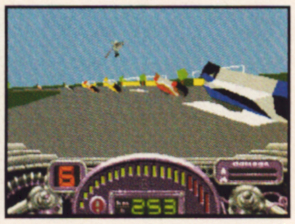


No Second Prize

91%

Publisher	Thalion
Issue Reviewed	December 1992
Memory	1Mb
Price	£25.99

NSP is arguably the first bike game to actually make you feel like you're astride a throbbing metal monster. Where it scores most over its predecessors is the ease of control the player has over the bike - it's sheer bliss! Virtually faultless, it ranks alongside such other racing classics as Lotus and F1GP.

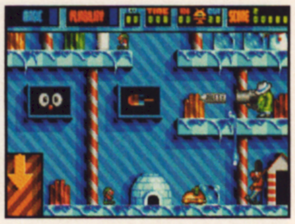


Putty

87%

Publisher	System 3
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

A high-flyer in the charts - and deservedly so. Putty is one of the most original games, let alone platform games, to have appeared in a long time. As a tiny little blue blob, the player has to slip, stretch and absorb his way around umpteen gaudy levels, rescuing robots from an evil wizard's minions. Try it - you'll like it!

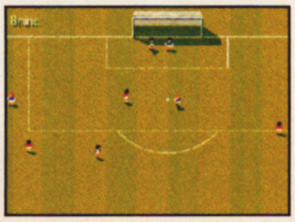


Sensible Soccer V1.1

93%

Publisher	Renegade
Issue Reviewed	December 1992
Memory	512K
Price	£25.99

Here at The One we don't care what you OR your mates say - Sensisoccer kicks seven bells out of Kick Off 2. Instinctive control and out-and-out addictiveness make it a joy to play, and the improved goalies in this revised version have produced a game that's near flawless!

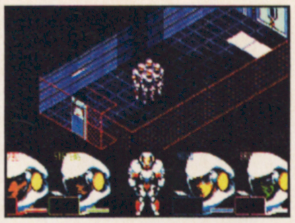


Shadoworlds

88%

Publisher	Krisalis
Issue Reviewed	November 1992
Memory	1Mb
Price	£25.99

From the same boys who brought you Shadowlands, Shadoworlds re-employs the Photoscape system to good effect in this Aliens-inspired RPG. The accent's more on action here than the puzzle-orientated Shadowlands and arguably suffers for it - shooting monsters in half-darkness can get annoying at times!



Street Fighter 2

89%

Publisher	US Gold
Issue Reviewed	January 1993
Memory	1Mb
Price	£27.99

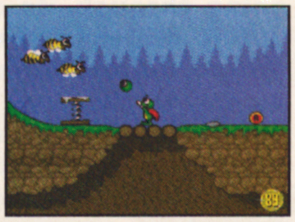
Street Fighter 2 on the Amiga isn't half bad at all. It's not as smart as the SNES version, agreed, and die-hard fans of the coin-op may be disappointed by some of the graphical omissions like the lack of parallaxed backgrounds, but there's still no denying that this is one of the Amiga's better beat-'em-ups of late.

Superfrog

93%

Publisher	Team 17
Issue Reviewed	April 1993
Memory	1Mb
Price	£26.99

Forget Zool - this is the real Amiga 'Sonic-beater'. Like all Team 17's games it looks and sounds marvellous, but the gameplay is what really makes the game shine. From the control through the level design to the difficulty, it's all been brilliantly thought-out. You won't have had so much sheer fun in a long time.

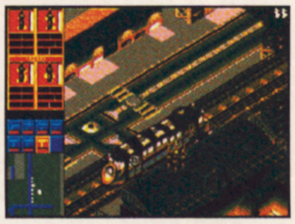


Syndicate

88%

Publisher	Electronic Arts
Issue Reviewed	July 1993
Memory	1Mb
Price	£26.99

Cross Bladerunner with a Sam Peckinpah movie and what do you get? Syndicate. From Bullfrog, this isn't perhaps quite in the same league as Populous 2 or Powermonger but it's damn fine all the same, especially if you like your computer game violence gorey and realistic. Dead smart.



Troddlers

85%

Publisher	Storm
Issue Reviewed	October 1992
Memory	512K
Price	£25.99

A puzzle game which is firmly Lemmings influenced, Troddlers adds to the DMA classic by introducing a number of different level objectives. If anything it owes a little more to Solomen's Key than Lemmings with its emphasis on block manipulation as a means to guiding the Troddlers to the level exit!

Wing Commander

87%

Publisher	Origin
Issue Reviewed	November 1992
Memory	1Mb
Price	£29.99

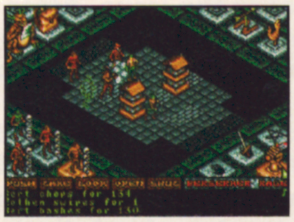
It's the PC-to-Amiga conversion no-one thought we'd ever see, but here it is and it's not half bad. It's got everything the PC version had and is thus just as impressive. Although the 3D can be sluggish at times, the superb feeling of actually taking part in a big space campaign pulls you through the occasional lulls.

Worlds of Legend

89%

Publisher	Mindscape
Issue Reviewed	June 1993
Memory	1Mb
Price	£25.99

If you missed last year's Legend then you should make for it right now and get this. It's a simply superb RPG which uses a near-identical control system. It's got plenty of action and buckets of atmosphere. If you're the sort of person who normally cringes in horror at the thoughts of RPGs then this will convert you.



Zool

87%

Publisher	Gremlin
Issue Reviewed	October 1992
Memory	1Mb
Price	£25.99

Gremlin certainly cooked up a character to rival even Mario and Sonic in this 'tribute' to the sad consoles. Fast, furious and manic in every way, Zool is a statement to industry that the Amiga can perform as well as the plastic slabs - and better! There's nothing like Zool to impress your mates.

Chupa Chups
Chupa Chups

COMPETITION

Compo time! As usual there are ten games up for grabs and all you have to do to win one is write down the correct answers to the three stupidly easy questions below on a postcard or a sealed envelope and send them to: Recommended Compo 8, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU to arrive here by no later than August 28th. The first ten correct entries we select after the closing date win. Couldn't be easier, could it? Aûf Wiedersehen, as our European chums say (so long as they're German).

(1) Which Recommended game has the lowest % mark?
(2) Which Recommended game has the highest % mark?
(3) Who's best - David, Simon, Matt or Jenny? Give a short reason, but no smut please.

NEXT MONTH

ONE

As the past two or three issue haven't contained much in the way of hard, solid facts, burly Dave the Ed has instructed me to sort it out and inform you lot out there exactly what's going to be in the next issue. And because I'm a fairly timid chap by nature, I've no choice other than to abide by his strict instructions. If only you knew what a complete tyrant he is to work for.

But before we get onto the subject of what exactly will be featured in the September issue, I've decided to take a slight step sideways (oh, here we go - Ed.) and discover exactly what everyone else hopes to be doing over the next four weeks. Seizing the opportunity for a bit of a skive I meandered around the office floor, clipboard and pen in hand, to question the other people who were foolishly beavering away on the mag.

The only way I can leave my desk is to the right which, coincidentally, involves brushing past Jenny so she became me first victim by default. "Not working late," was the first thing she said, before launching off into her typical "I'm so hard done by..." monologue. "And I'd like to have a day off, preferably next Friday," she finished. You can't say fairer than that, can you?

Next I stumbled across Niki, who's a freelance designer responsible for all the heavily-tinted pages in the issue. After a brief session of swearing at me (it's all bravado, really) she informed me that she'll be "on a beach in Turkey." Having suffered my envious comments, she added, "actually that's a lie." I'm glad about that.

Matt, the girls' favourite, came next, replete with several pints of Bitter, as he informed me that he'll "be enjoying the life that one leads when you can't afford to eat, go out or enjoy yourself in any way." Quick, let's move on.

Dave sits almost next to Matt and I but there's a marked change in atmosphere whenever you near him. Perhaps it's something to do with the plastic bubble he and his servants inhabit. To be fair to him he did answer my question through his entry phone, albeit with a bunch of grapes in his gob which his slaves had recently deposited there. "Bloody working here as per bloody usual," he informed me, "not getting the appreciation or wages I deserve and, I'm not mentioning any names here, Simon, but having to work with a bunch of..." He's not at all pleasant, you know.

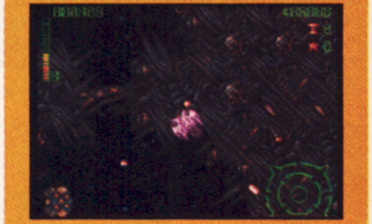
So finally onto the September issue. It was waiting in the wings, going through its script but it still had time to relay this message: "I'll be full to the brim with hot reviews of Frontier, Stardust, International Open Golf Challenge and Apocalypse, as well as loads of others. There will also be more CD32 news, with a huge preview of the games you can expect to see on it in the immediate future. On top of that the latter half of me will include top tips on Abandoned Places 2, War In The Gulf, Ancient Art Of War In The Skies, as well as a Next Month page."

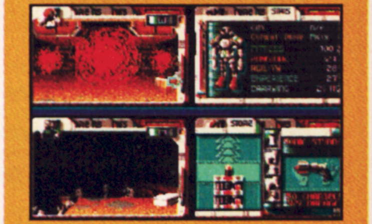
Blimey. The September issue of The One looks as if it will get the best deal of the lot of us. Typical. What it couldn't tell you, though, is that I'll be in London's biggest computer games shop, asking Amiga owners exactly what they think of the CD32. So, if you're milling around the capital, then I'll possibly see you then. If not then you know where to look next month, same time, same place.

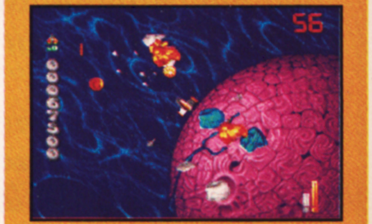
Cheers-ears.

ONE

On sale August 28th You can bet it will be having a great time.







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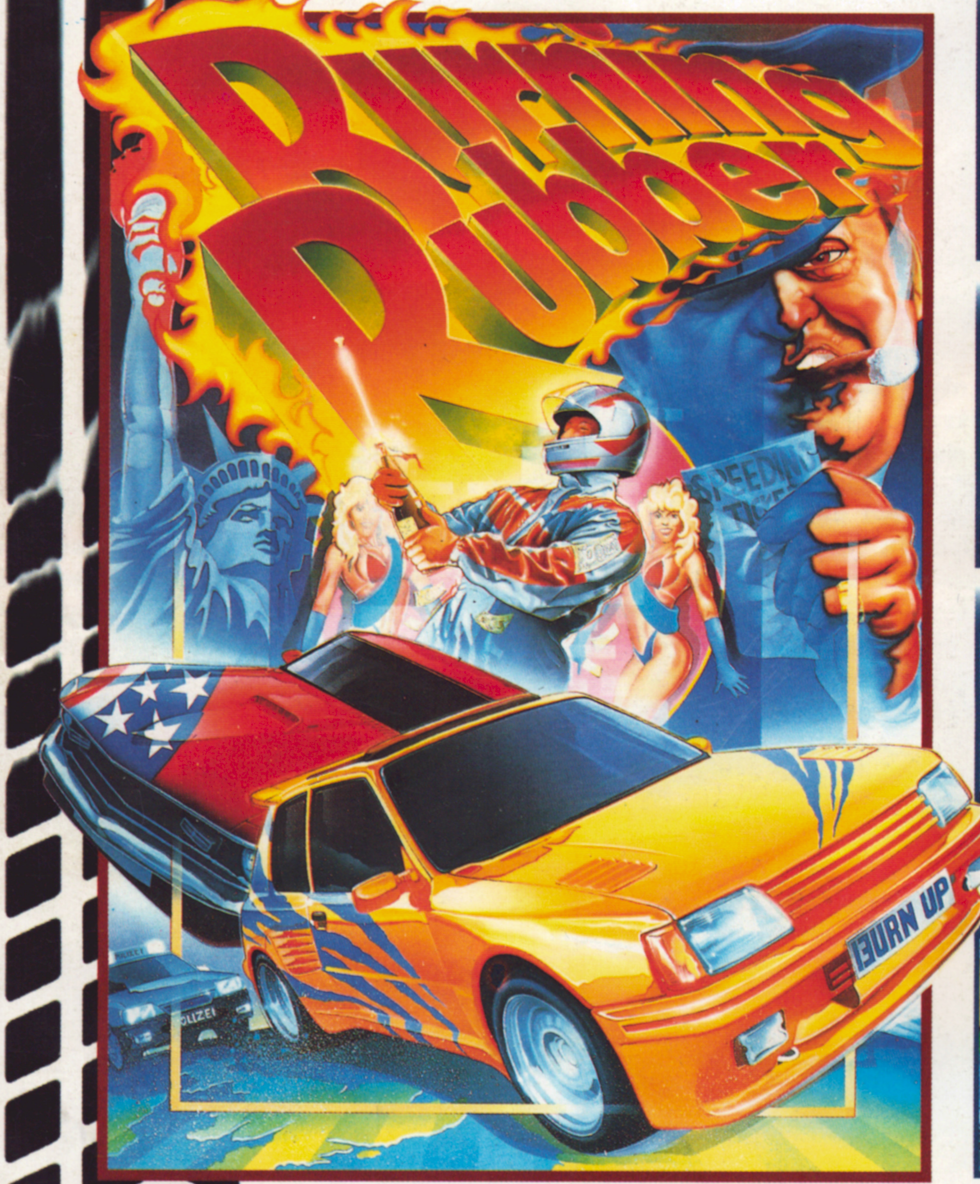

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